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DUNGEONS & DRAGONS®

PLAY GUIDE

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STRANGER THINGS

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Welcome to Adventure

DUNGEONS & DRAGONS is a cooperative game in which a group plays together to tell fun and exciting fantasy stories facilitated by a player who assumes the role of Dungeon Master, or DM. Imagination and chance determine the fate of the players' characters and their adventures.

Using This Guide

This guide familiarizes you with the contents of this set and teaches you some of D&D's fundamental rules, while the **Quick-Start Guide** helps you assign roles, choose characters, and begin play. You don't need to memorize every rule in this booklet, but understanding how it is organized will help you find relevant information when needed.

For explanations of game terms, see the rules glossary at the end of this booklet.

Harnessing Imagination

In D&D, the action takes place in the imaginations of the players, and it's narrated by everyone together. Here's a glimpse at what that looks like:

Eddie (as Dungeon Master): Weary from days of travel, you arrive at your destination. A derelict temple—its stone worn by ages of neglect—rises from a fetid swamp. Dead fish float atop the stagnant pools around it, which stink of death and decay. A familiar symbol adorns the door to this unholy sanctum: an eye in the palm of a dismembered hand.

Mike (as Tayr the Paladin): This feels like an ambush.

Dustin (as Nog the Dwarf): Do I recognize the symbol?

Eddie: You do.

Erica (as Lady Applejack): While these two bozos are busy yapping, I unsheath my kukri and quietly move into the shadows.

Mike: Hey! You're the bozo.

Eddie: Silence, children. Erica, make a Dexterity (Stealth) check.

Erica: 17!

Eddie: As you two assess the situation, Lady Applejack vanishes with nary a glint of her dagger—

Erica: Ahem. Kukri.

Eddie: ... with nary a glint of her *kukri* in sight. You surmise that she headed toward the temple. Do you follow her?

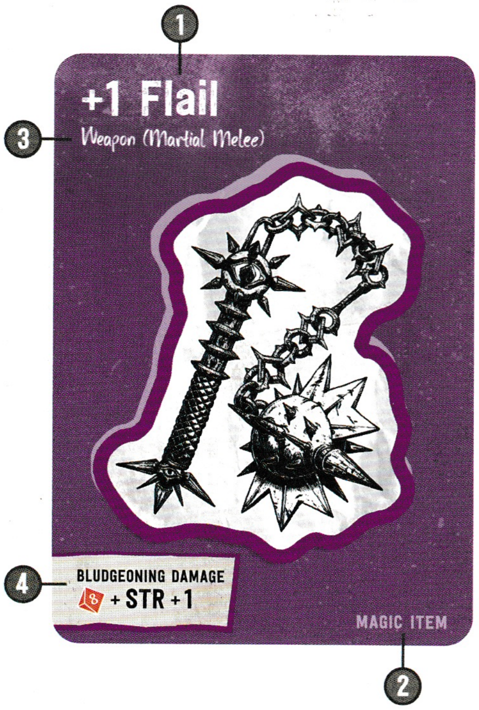
Dustin: We forge ahead bravely, holding our shields at the ready.

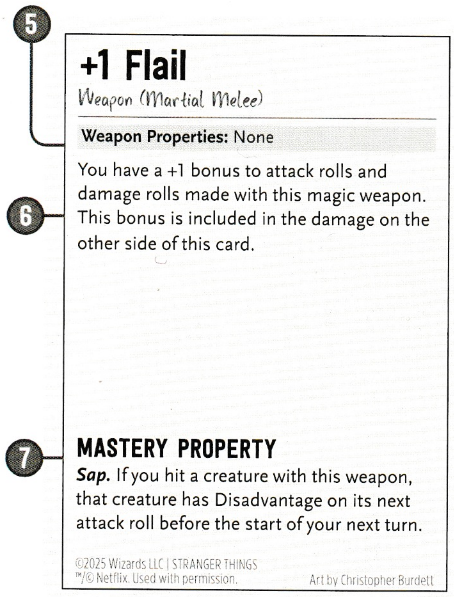
Mike: For the record, we were going to do that anyway.

The adventure continues from there, relying on the DM's descriptions to set the scenes. Later in this guide, an example shows how a battle might unfold. When you're playing, your group determines how the adventure plays out!

Component Overview

MAGIC ITEM CARDS





+1 Flail

Weapon (Martial Melee)

Weapon Properties: None

You have a +1 bonus to attack rolls and damage rolls made with this magic weapon. This bonus is included in the damage on the other side of this card.

MASTERY PROPERTY

Sap. If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

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Art by Christopher Burdett

PARTS OF A MAGIC ITEM CARD

1: Card Name. This is the card name.

2: Card Type. This line denotes this component is a Magic Item Card.

3: Card Subtype. This line denotes the type of item—such as a potion or a weapon—and whether it requires Attunement (see the rules glossary).

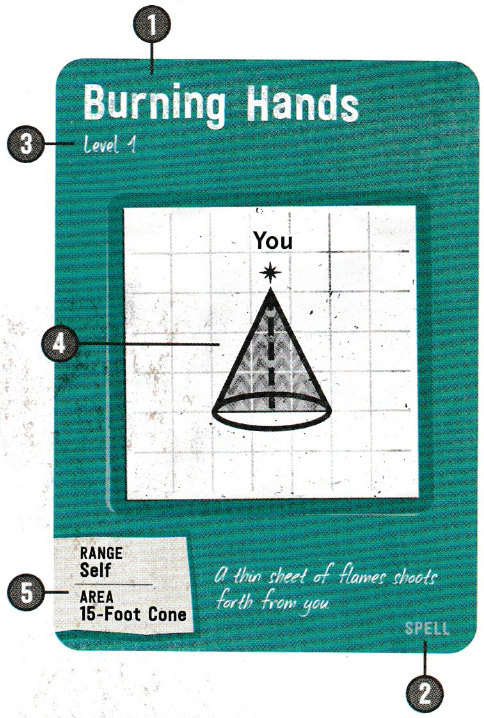
4: Damage or Armor Class. If the item is a weapon, this box shows the amount and type of damage it deals when an attacker hits with it. For armor, it shows what your base AC is when you wear that armor.

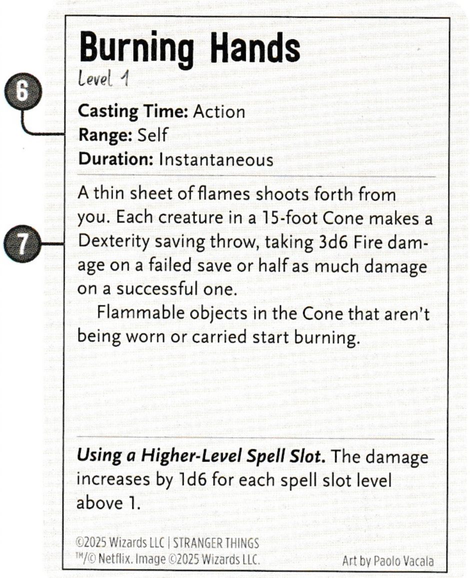
5: Weapon Properties. If the item is a weapon, any weapon properties it has are listed here. Each property is defined in the rules glossary.

6: Description. Each item has unique properties described here.

7: Mastery Property. If the item is a weapon, it has a mastery property defined on its card. To use that property, you must have a feature that lets you use it.

SPELL CARDS





Burning Hands

Level 1

Casting Time: Action
Range: Self
Duration: Instantaneous

A thin sheet of flames shoots forth from you. Each creature in a 15-foot Cone makes a Dexterity saving throw, taking 3d6 Fire damage on a failed save or half as much damage on a successful one.

Flammable objects in the Cone that aren't being worn or carried start burning.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

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Art by Paolo Vacala

PARTS OF A SPELL CARD

1: Card Name. This is the card name.

2: Card Type. This line denotes this component is a Spell Card.

3: Spell Level. Every spell has a level, which is an indicator of how powerful the spell is. A level 0 spell is called a cantrip.

4: Area of Effect. Some spells have an area of effect, which is defined in the rules glossary. If a spell has an area of effect, a diagram of that area appears here to illustrate what the spell targets.

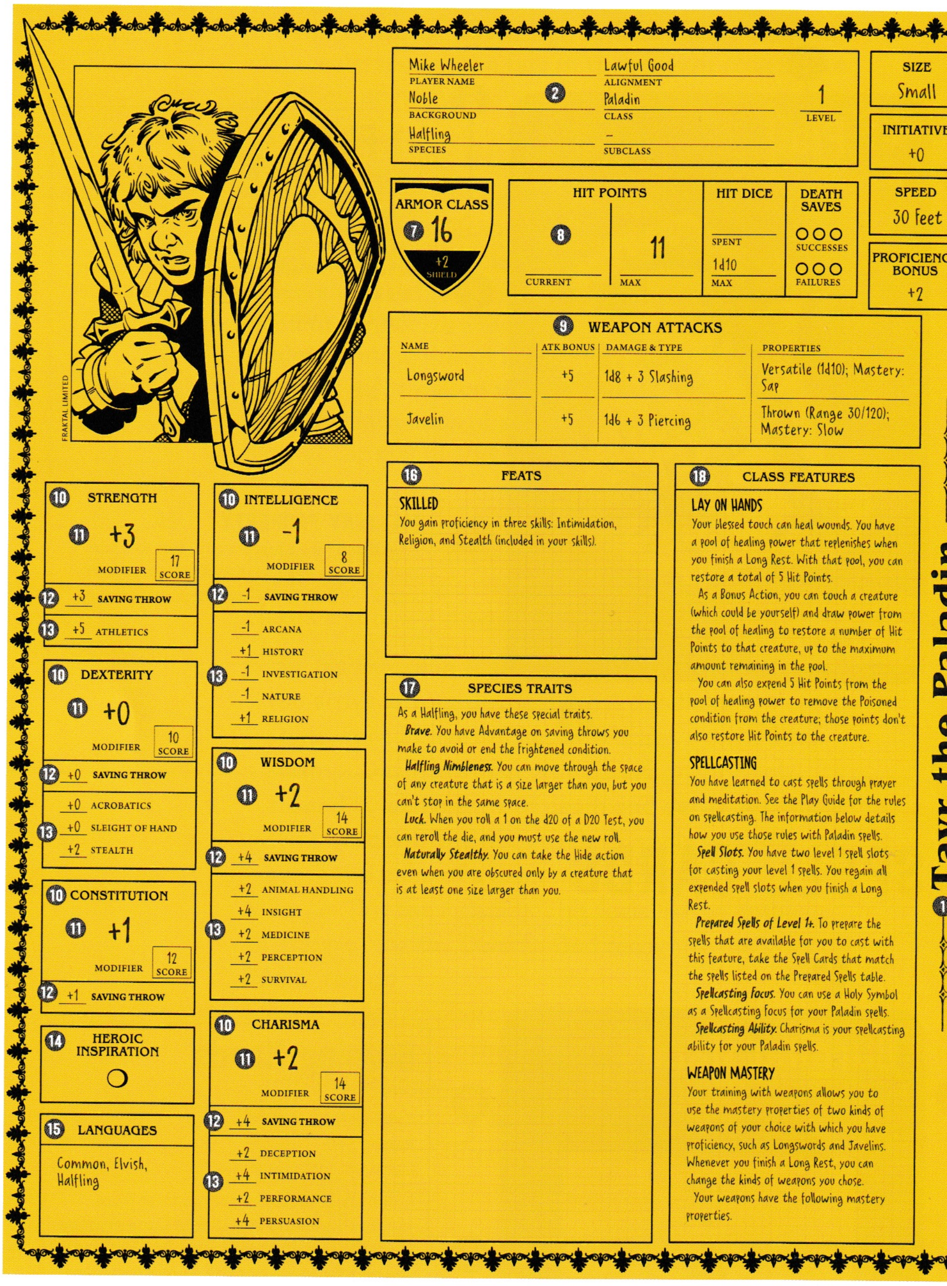
5: Range and Targets. This box indicates the spell's range—how far from the spellcaster the spell's effect can originate—along with its targets or area of effect.

6: Spell Data. These entries detail the spell's casting time, range, and duration.

7: Description. This section details the spell's effects.

For more on spellcasting, see the "Spellcasting" section (page 16).

CHARACTER SHEETS


FRAKTAL LIMITED
Tavr the Paladi
①

Mike Wheeler
PLAYER NAME
Noble
BACKGROUND
Halfling
SPECIES
②
Lawful Good
ALIGNMENT
Paladin
CLASS
–
SUBCLASS
1
LEVEL

SIZE
Small

INITIATIVE
+0

ARMOR CLASS
⑦ 16
+2
SHIELD

HIT POINTS
⑧
CURRENT
11
MAX

HIT DICE
SPENT
1d10
MAX

DEATH SAVES
○○○
SUCCESSES
○○○
FAILURES

SPEED
30 Feet

PROFICIENC
BONUS
+2

⑨ WEAPON ATTACKS

NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES
Longsword	+5	1d8 + 3 Slashing	Versatile (1d10); Mastery: Sap
Javelin	+5	1d6 + 3 Piercing	Thrown (Range 30/120); Mastery: Slow

⑩ STRENGTH
⑪ +3
MODIFIER
17
SCORE
⑫ +3 SAVING THROW
⑬ +5 ATHLETICS

⑩ DEXTERITY
⑪ +0
MODIFIER
10
SCORE
⑫ +0 SAVING THROW
⑬
+0 ACROBATICS
+0 SLEIGHT OF HAND
+2 STEALTH

⑩ CONSTITUTION
⑪ +1
MODIFIER
12
SCORE
⑫ +1 SAVING THROW

⑭ HEROIC INSPIRATION
○

⑮ LANGUAGES
Common, Elvish, Halfling

⑩ INTELLIGENCE
⑪ -1
MODIFIER
8
SCORE
⑫ -1 SAVING THROW
⑬
-1 ARCANA
+1 HISTORY
-1 INVESTIGATION
-1 NATURE
+1 RELIGION

⑩ WISDOM
⑪ +2
MODIFIER
14
SCORE
⑫ +4 SAVING THROW
⑬
+2 ANIMAL HANDLING
+4 INSIGHT
+2 MEDICINE
+2 PERCEPTION
+2 SURVIVAL

⑩ CHARISMA
⑪ +2
MODIFIER
14
SCORE
⑫ +4 SAVING THROW
⑬
+2 DECEPTION
+4 INTIMIDATION
+2 PERFORMANCE
+4 PERSUASION

⑯ FEATS

SKILLED
You gain proficiency in three skills: Intimidation, Religion, and Stealth (included in your skills).

⑰ SPECIES TRAITS

As a Halfling, you have these special traits.

Brave. You have Advantage on saving throws you make to avoid or end the Frightened condition.

Halfling Nimbleness. You can move through the space of any creature that is a size larger than you, but you can't stop in the same space.

Luck. When you roll a 1 on the d20 of a D20 Test, you can reroll the die, and you must use the new roll.

Naturally Stealthy. You can take the Hide action even when you are obscured only by a creature that is at least one size larger than you.

⑱ CLASS FEATURES

LAY ON HANDS
Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you finish a Long Rest. With that pool, you can restore a total of 5 Hit Points.

As a Bonus Action, you can touch a creature (which could be yourself) and draw power from the pool of healing to restore a number of Hit Points to that creature, up to the maximum amount remaining in the pool.

You can also expend 5 Hit Points from the pool of healing power to remove the Poisoned condition from the creature; those points don't also restore Hit Points to the creature.

SPELLCASTING
You have learned to cast spells through prayer and meditation. See the Play Guide for the rules on spellcasting. The information below details how you use those rules with Paladin spells.

Spell Slots. You have two level 1 spell slots for casting your level 1 spells. You regain all expended spell slots when you finish a Long Rest.

Prepared Spells of Level 1+. To prepare the spells that are available for you to cast with this feature, take the Spell Cards that match the spells listed on the Prepared Spells table.

Spellcasting Focus. You can use a Holy Symbol as a Spellcasting Focus for your Paladin spells.

Spellcasting Ability. Charisma is your spellcasting ability for your Paladin spells.

WEAPON MASTERY
Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Longswords and Javelins. Whenever you finish a Long Rest, you can change the kinds of weapons you chose.

Your weapons have the following mastery properties.

PARTS OF A CHARACTER SHEET

1: Character Name. This is the character's name.

2: Character Data. This section details the character's class and level, species, and background. It also includes the character's alignment (defined in the rules glossary) and the name of the Hellfire Club member who plays the character.

3: Size. The character's species determines their size.

4: Initiative. Initiative determines the order of turns during combat. The "Combat" section (page 12) explains how to roll Initiative.

5: Speed. A character's Speed is the distance they can move on their turn.

6: Proficiency Bonus. All creatures have a Proficiency Bonus, which reflects the impact that training has on the creature's capabilities.

7: Armor Class. Your character's Armor Class (AC) represents how hard it is to hit them. If your character has a Shield, that bonus also appears here for when they are wielding it.

8: Hit Points, Hit Dice, and Death Saves. Track your character's Hit Points, Hit Dice, and Death Saving Throws in these sections. See "Damage and Healing" and the rules glossary for more information on these terms.

9: Weapon Attacks. This section lists the weapons a character has and the information needed to attack with them. Weapon properties are defined in the rules glossary.

10: Abilities. All creatures—characters and monsters—have six abilities that measure physical and mental characteristics. Each ability has a score from 1 to 20.

11: Ability Modifiers. Each ability has a modifier that you apply whenever you make a D20 Test with that ability (see "D20 Tests," page 8).

12: Saving Throws. A saving throw—also called a save—represents an attempt to avoid or resist a threat. A saving throw is a kind of D20 Test (see page 9).

13: Skills. A skill is an area of specialization associated with an ability check. Ability checks and skills are described later in this guide (see page 8).

14: Heroic Inspiration. Fill in this bubble when you gain Heroic Inspiration (defined in the rules glossary).

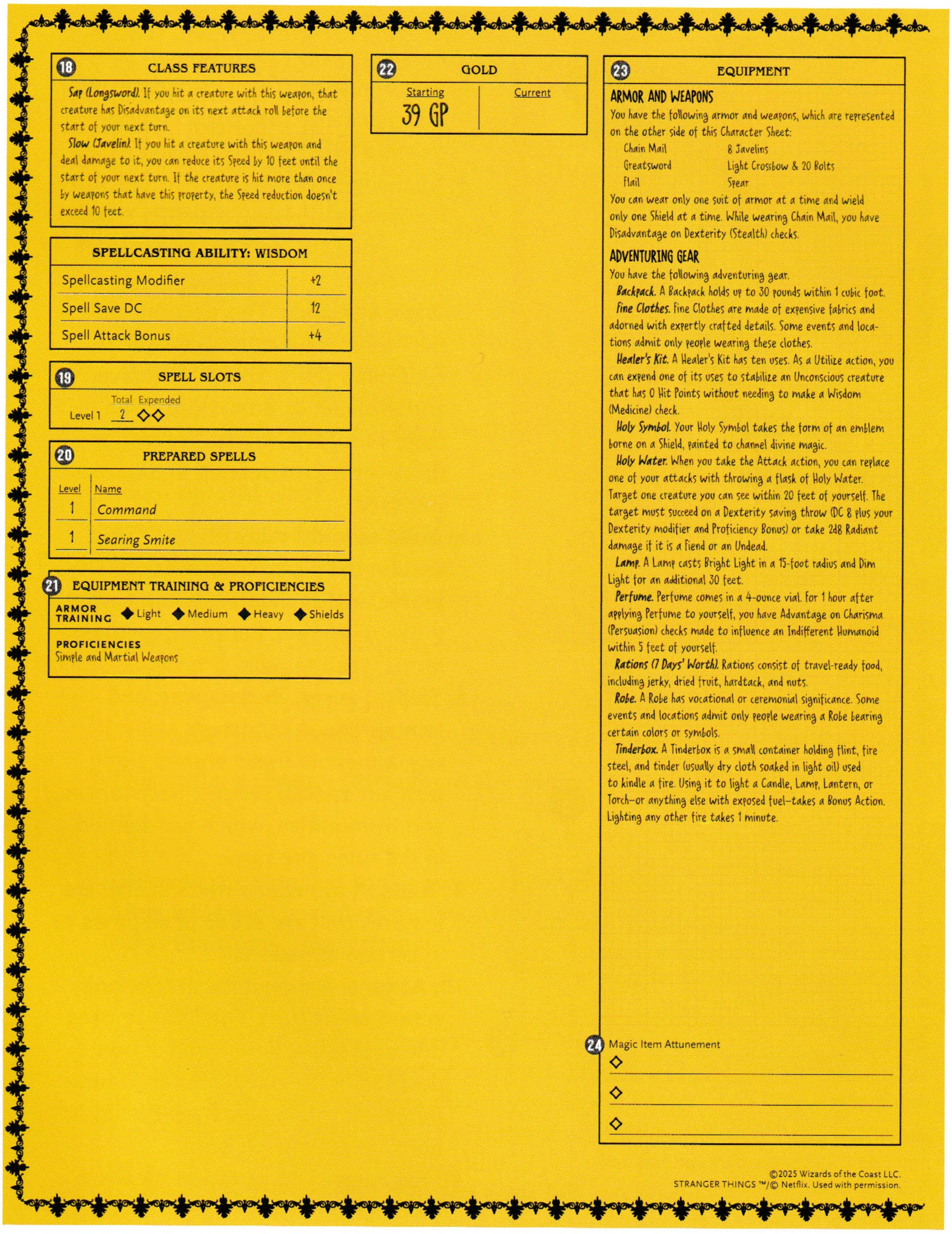
15: Languages. These are the languages your character knows.

16: Feats. Feats are talents or areas of expertise that give a character special capabilities. Your character's background gives them a feat.

17: Species Traits. A character's species gives them special traits—unique characteristics based on the species' physiology or magical nature.

18: Class Features. These features provide a character's most exciting capabilities.

CHARACTER SHEETS



⑱ **CLASS FEATURES**

Sap (Longsword). If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

Slow (Javelin). If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

SPELLCASTING ABILITY: WISDOM

Spellcasting Modifier	+2
Spell Save DC	12
Spell Attack Bonus	+4

⑲ **SPELL SLOTS**

	Total	Expended
Level 1	2	◇◇

⑳ **PREPARED SPELLS**

Level	Name
1	*Command*
1	*Searing Smite*

㉑ **EQUIPMENT TRAINING & PROFICIENCIES**

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

PROFICIENCIES
Simple and Martial Weapons

㉒ **GOLD**

Starting	Current
39 GP	

㉓ **EQUIPMENT**

ARMOR AND WEAPONS

You have the following armor and weapons, which are represented on the other side of this Character Sheet:

Chain Mail	8 Javelins
Greatsword	Light Crossbow & 20 Bolts
Flail	Spear

You can wear only one suit of armor at a time and wield only one Shield at a time. While wearing Chain Mail, you have Disadvantage on Dexterity (Stealth) checks.

ADVENTURING GEAR

You have the following adventuring gear.

Backpack. A Backpack holds up to 30 pounds within 1 cubic foot.

Fine Clothes. Fine Clothes are made of expensive fabrics and adorned with expertly crafted details. Some events and locations admit only people wearing these clothes.

Healer's Kit. A Healer's Kit has ten uses. As a Utilize action, you can expend one of its uses to stabilize an Unconscious creature that has 0 Hit Points without needing to make a Wisdom (Medicine) check.

Holy Symbol. Your Holy Symbol takes the form of an emblem borne on a Shield, painted to channel divine magic.

Holy Water. When you take the Attack action, you can replace one of your attacks with throwing a flask of Holy Water. Target one creature you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d8 Radiant damage if it is a Fiend or an Undead.

Lamp. A Lamp casts Bright Light in a 15-foot radius and Dim Light for an additional 30 feet.

Perfume. Perfume comes in a 4-ounce vial. For 1 hour after applying Perfume to yourself, you have Advantage on Charisma (Persuasion) checks made to influence an Indifferent Humanoid within 5 feet of yourself.

Rations (7 Days' Worth). Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts.

Robe. A Robe has vocational or ceremonial significance. Some events and locations admit only people wearing a Robe bearing certain colors or symbols.

Tinderbox. A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

㉔ Magic Item Attunement
◇
◇
◇

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PARTS OF A CHARACTER SHEET

18: Class Features. Some characters' class features continue on the back of their Character Sheet. Be sure to review both sides before play!

19: Spell Slots. Spell slots are the main way a spellcaster's magical potential is represented. Each spellcasting class gives its members a limited number of spell slots of certain spell levels, as represented here. See "Spellcasting" (page 16) for more information on spells and spell slots.

20: Prepared Spells. If your character is a spellcaster, this section lists the spells they can prepare.

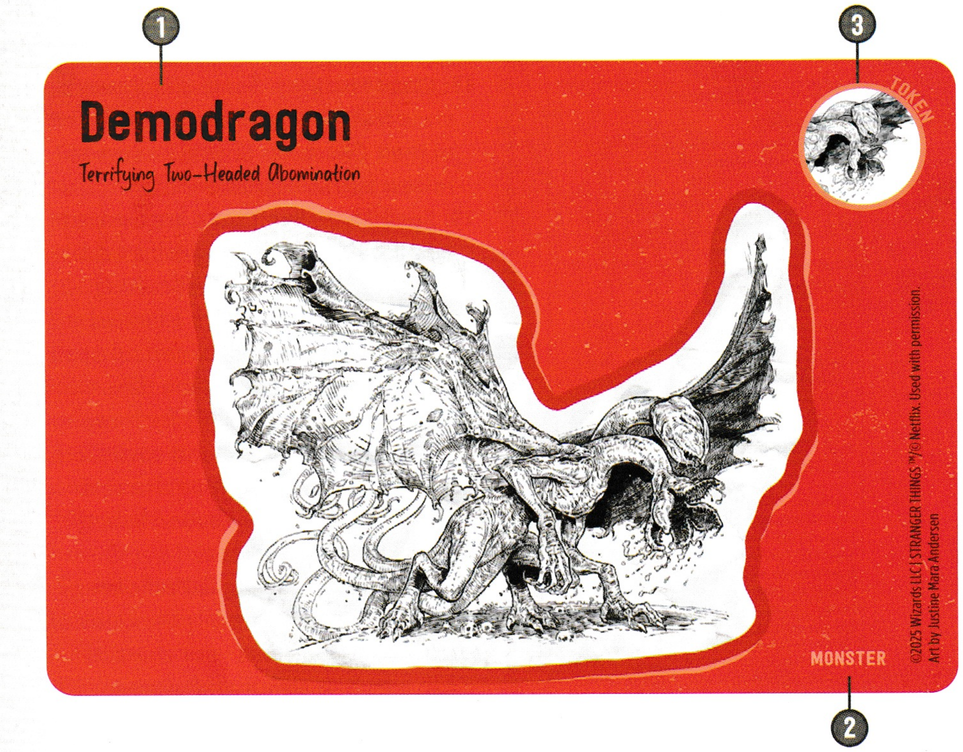
21: Equipment Training & Proficiencies. This section details the kinds of armor and weapons your character can use. The armor and weapon types shown here might appear on one or more Magic Item Cards in this set.

22: Gold. Your character's starting wealth appears here. Whenever your character finds gold or spends it, record the new total GP in this box.

23: Equipment. This section lists your character's equipment, along with any rules for those items that don't appear elsewhere on your Character Sheet.

24: Magic Item Attunement. Some magic items require a creature to form a bond—called Attunement—with them before the creature can use an item's magical properties. You can attune to no more than three magic items at a time. For more on Attunement, see the rules glossary.

MONSTER CARDS


1
3
Demodragon
Terrifying Two-Headed Abomination
TOKEN
MONSTER
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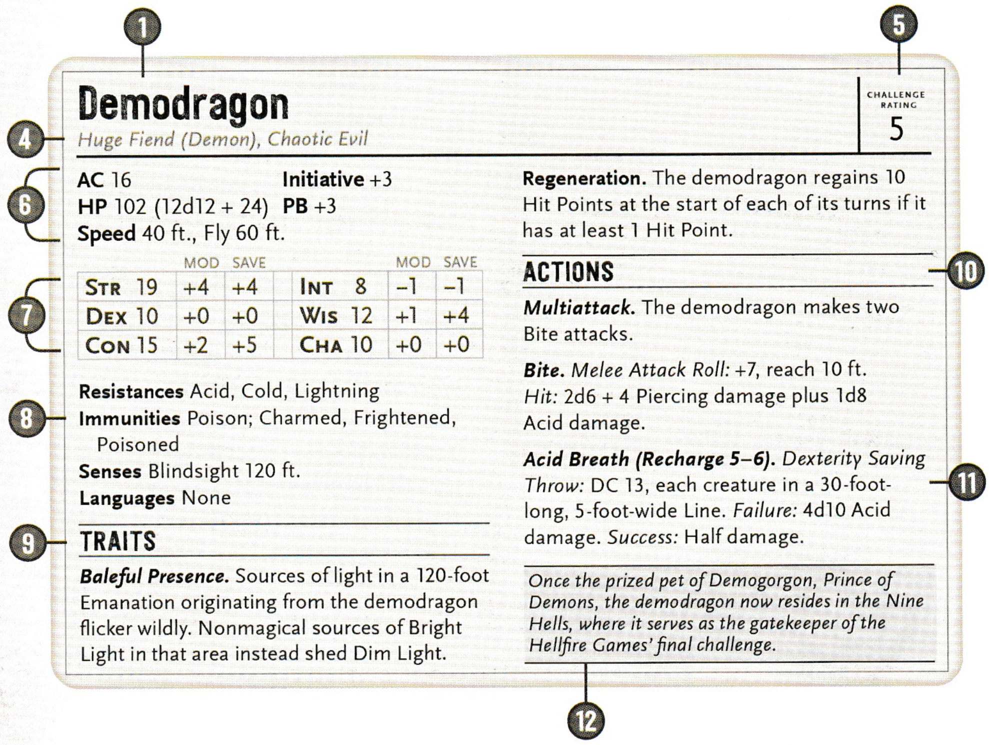
Art by Justine Mara Andersen
2



Demodragon

Huge Fiend (Demon), Chaotic Evil

CHALLENGE RATING 5

AC 16 **Initiative** +3
HP 102 (12d12 + 24) **PB** +3
Speed 40 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Int**	8	−1	−1
Dex	10	+0	+0	**Wis**	12	+1	+4
Con	15	+2	+5	**Cha**	10	+0	+0

Resistances Acid, Cold, Lightning
Immunities Poison; Charmed, Frightened, Poisoned
Senses Blindsight 120 ft.
Languages None

TRAITS

Baleful Presence. Sources of light in a 120-foot Emanation originating from the demodragon flicker wildly. Nonmagical sources of Bright Light in that area instead shed Dim Light.

Regeneration. The demodragon regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

ACTIONS

Multiattack. The demodragon makes two Bite attacks.

Bite. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 2d6 + 4 Piercing damage plus 1d8 Acid damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 13, each creature in a 30-foot-long, 5-foot-wide Line. *Failure:* 4d10 Acid damage. *Success:* Half damage.

Once the prized pet of Demogorgon, Prince of Demons, the demodragon now resides in the Nine Hells, where it serves as the gatekeeper of the Hellfire Games' final challenge.

PARTS OF A MONSTER CARD

1: Card Name. This is the card name.

2: Card Type. This line denotes this component is a Monster Card.

3: Token. This card has one or more matching Monster Tokens.

4: Size and Type. This line denotes the monster's size (see page 13) and creature type (see the rules glossary).

5: Challenge Rating. This number summarizes the threat a monster poses. The higher the number, the greater the threat.

6: Basic Statistics. This section lists the monster's Armor Class (AC), Hit Points (HP), Speed, Initiative, and Proficiency Bonus (PB). See page 14 for Hit Points; the rest of these terms are defined in the rules glossary.

7: Abilities and Saving Throws. This section details the monster's ability scores, ability modifiers, and saving throw modifiers. For more on these terms, see the rules glossary.

8: Skills, Senses, Resistances, and Immunities. A monster's skills, if any, appear in these entries along with any special senses, Resistances, and Immunities, which are defined in the rules glossary.

9: Traits. A monster's traits, if any, are features that are active at all times or in certain situations.

10: Actions. A monster can take one action on its turn. The DM chooses one of these actions or an action detailed in the rules glossary. Some monsters might also have Bonus Actions, Reactions, or both.

11: Recharge. This notation means a monster can use an option on its card once. At the start of each of the monster's turns, roll 1d6. If the roll is within the number range given in the notation (represented by 4–6, 5–6, or 6), the monster regains the use of that option. The option also recharges when the monster finishes a Short or Long Rest.

12: Lore. This section describes the monster. Customize these details however is appropriate to your adventures.

PLAYING THE GAME

Rhythm of Play

D&D involves imagination, improvisation, and strategy. A typical game unfolds according to this basic pattern:

1: **The DM Describes a Situation.** The DM tells the other players where their characters are and what's around them. If necessary, the DM also places **Monster Tokens** on the map.

2: **Players React to the Situation.** A player can do any of the following:

- Ask the DM questions about the scene, such as for more details about a particular creature or thing their character perceives.
- Discuss with other players how they feel about the situation.
- Tell the DM what their character does or says.

3: **The DM Narrates What Happens Next.** After a player says what their character does, the DM can do one or both of the following:

- Describe how the situation changes in response to the character's action.
- Ask a player to roll a D20 Test (see page 9) to determine the outcome of their character's action.

This pattern repeats throughout the game.

Dice

Dice add randomness to the game. They help determine whether characters and monsters are successful at the things they attempt.

Dice Notation

The dice used in D&D are referred to by the letter *d* followed by the die's number of sides: d4, d6, d8, d10, d12, and d20. For instance, a d6 is a six-sided die (the cube that many games use). The illustration on this page shows what each die looks like.

When you need to roll dice, the rules tell you how many dice of a certain type to roll, along with any numbers to add or subtract. For example, "3d8 + 5" means you roll three eight-sided dice, add them together, and add 5 to the total.

What Are Dice For?

Here are the most common uses of dice in D&D:

D20 Tests. The 20-sided die (d20) is the most important die in the game. It's central to the core mechanic—called D20 Tests—the game uses to determine whether creatures succeed or fail at the things they attempt (see "D20 Tests," page 8). You roll a d20 when your character tries to do something that the DM decides has a chance of both success and failure; the higher the roll, the more likely it is that the character succeeds.

Damage. The most common use for dice other than the d20 is to determine damage. When you make a successful attack roll (one kind of D20 Test), you roll damage to see how effective the attack is. When you cast a spell, you might also roll damage. Different weapons and spells use different dice for damage. For example, a Dagger uses 1d4 and a *Burning Hands* spell uses 3d6.

The Six Abilities

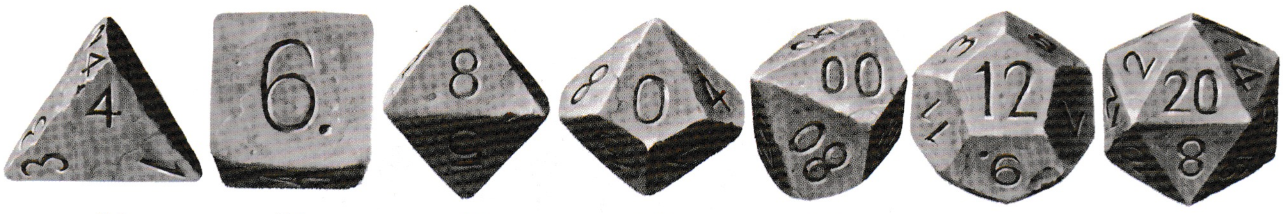
All creatures—characters and monsters—have six abilities that measure their physical and mental characteristics, as shown on the Ability Descriptions table.

Ability Descriptions

Ability	Measures ...
Strength	Physical might
Dexterity	Agility, reflexes, and balance
Constitution	Health and stamina
Intelligence	Reasoning and memory
Wisdom	Perceptiveness and mental fortitude
Charisma	Confidence, poise, and charm

Ability Modifiers

Each ability has a modifier that you apply whenever you make a D20 Test with that ability. A character's ability modifiers are listed on their **Character Sheet**, and each monster's ability modifiers are listed on its **Monster Card**.



D4 D6 D8 D10 (Ones Digit) D10 (Tens Digit) D12 D20

ALEJANDRO PACHECO

12
10
15
20
14
8
1
13
7

A D20 Test can result in a simple accomplishment, a dramatic success, or a catastrophe.

D20 Tests

When the outcome of an action is uncertain, the game uses a d20 roll to determine success or failure. These rolls are called D20 Tests, and there are three kinds: ability checks, saving throws, and attack rolls. They all follow these steps:

1: Roll 1d20. You always want to roll high. If the roll has Advantage or Disadvantage (see page 10), you roll two d20s, but you use the number from only one of them—the higher one if you have Advantage or the lower one if you have Disadvantage.

2: Add Modifiers. Add these modifiers to the number rolled on the d20:

- *Relevant Ability Modifier.* The following sections explain which ability modifier to use for various D20 Tests. Characters' ability modifiers are listed on **Character Sheets**, and monsters' ability modifiers are listed on **Monster Cards**.
- *Circumstantial Bonuses and Penalties.* A class feature, a card, or another rule might give a bonus or penalty to the die roll.

3: Compare the Total to a Target Number. If the total of the d20 and its modifiers equals or exceeds the target number, the D20 Test succeeds. Otherwise, it fails. The DM determines target numbers and tells the other players whether their rolls succeed. The target number for an ability check or a saving throw is called a Difficulty Class (DC). The target number for an attack roll is called an Armor Class (AC), which appears on **Character Sheets** and **Monster Cards**.

Ability Checks

An ability check represents a creature using talent and training to try to overcome a challenge. The DM and the rules often call for an ability check when a creature attempts something other than an attack.

Difficulty Class

The DC of an ability check represents the task's difficulty. The more difficult the task, the higher its DC. The rules provide DCs for certain checks, but the DM ultimately sets them. The Typical Difficulty Classes table presents a range of possible DCs for ability checks. If the DC for a check is unspecified, use the table to determine an appropriate DC.

TYPICAL DIFFICULTY CLASSES

Task Difficulty	DC	Task Difficulty	DC
Very easy	5	Hard	20
Easy	10	Very hard	25
Medium	15	Nearly impossible	30

Skills

A skill is an area of specialization associated with an ability check. Sometimes the DM might ask for

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an ability check using a specific skill or a choice of skills—for example, "Make a Wisdom (Insight) check" or "Make a Charisma (Deception or Persuasion) check." At other times, a player might ask the DM if a particular skill applies to a check. In either case, creatures often have modifiers for certain skills that are higher than the ability modifier associated with that skill.

For example, if a character tries to climb a cliff, the DM might ask for a Strength (Athletics) check. The character makes a Strength check, but they apply the Athletics modifier listed on their **Character Sheet** rather than the Strength modifier. The modifier might be the same, or it might be higher.

A monster's skill modifiers appear on its **Monster Card**. If a monster doesn't have a skill modifier listed, it uses its relevant ability modifier instead.

Saving Throws

A saving throw—also called a save—represents an attempt to evade or resist a spell, a trap, or another threat. You don't normally choose to make a save; you must make one because your character (if you're a player) or a monster (if you're the DM) is at risk. A save's result is detailed in the effect that caused it.

Ability Modifier

A saving throw is named for the ability modifier it uses: a Constitution saving throw, a Wisdom saving throw, and so on. A rule or the DM tells you which ability modifier to use.

Difficulty Class

The DC for a saving throw is determined by the effect that causes it or by the DM. For example, if a spell forces you to make a save, the DC is specified on the **Spell Card**. Monster abilities that call for saves specify the DC on the **Monster Card**.

Attack Rolls

An attack roll determines whether an attack hits a target. An attack roll hits if the roll equals or exceeds the target's Armor Class. Attack rolls usually occur in battle, described in the "Combat" section (page 13), but the DM might also ask for an attack roll in other situations, such as an archery competition.

Ability Modifier

The Attack Roll Abilities table shows which ability modifier to use for different types of attack rolls.

ATTACK ROLL ABILITIES

Ability	Attack Type
Strength	Melee attack with a weapon or an Unarmed Strike
Dexterity	Ranged attack with a weapon
Varies	Spell attack

The ability modifier used for a spell attack depends on the spellcaster's spellcasting ability, as specified on a **Character Sheet**. See "Spellcasting" (page 16) for more information.

Armor Class

A creature's Armor Class (AC) represents how well the creature avoids being wounded in combat. A character's AC is listed on their **Character Sheet**; a monster's AC appears on its **Monster Card**.

Calculating AC. All creatures start with the same base AC calculation:

Base AC = 10 + the creature's Dexterity modifier

A creature's AC can then be modified by armor, magic items, spells, and more.

Only One Base AC. Some spells and class features give characters a different way to calculate their AC. A character with multiple features that give different ways to calculate AC must choose which one to use; only one base calculation can be in effect for a creature.

Rolling 20 or 1

If you roll a 20 on the d20 (called a "natural 20") for an attack roll, the attack hits regardless of any modifiers or the target's AC. This is called a Critical Hit (see "Critical Hits," page 14).

If you roll a 1 on the d20 (a "natural 1") for an attack roll, the attack misses regardless of any modifiers or the target's AC.

Advantage/Disadvantage

Sometimes a D20 Test is modified by Advantage or Disadvantage. Advantage reflects positive circumstances surrounding a d20 roll, while Disadvantage reflects negative circumstances.

You usually acquire Advantage or Disadvantage through the use of special abilities and actions.

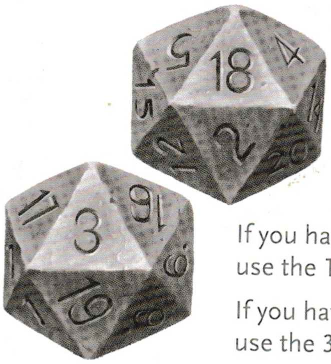
Roll Two D20s

When a roll has either Advantage or Disadvantage, roll a second d20 when you make the roll. Use the higher of the two rolls if you have Advantage, and use the lower roll if you have Disadvantage. For example, if you have Disadvantage and roll an 18 and a 3, use the 3. If you instead have Advantage and roll those numbers, use the 18.

They Don't Stack

If multiple situations give a roll Advantage, you still roll only two d20s. Similarly, if multiple situations give a roll Disadvantage, you roll only two d20s.

If circumstances cause a roll to have both Advantage and Disadvantage, the roll has neither of them, and you roll one d20. This is true even if multiple circumstances impose Disadvantage and only one grants Advantage or vice versa. In such a situation, you have neither Advantage nor Disadvantage.



If you have Advantage, use the 18.

If you have Disadvantage, use the 3.

Interactions with Rerolls

When you have Advantage or Disadvantage and something in the game lets you reroll or replace the d20, you can reroll or replace only one die, not both. You choose which one. For example, if Tayr has Advantage or Disadvantage on an ability check and rolls a 1 and a 13, he could use his Lucky trait as a Halfling to reroll the 1.

Actions

When a creature does something other than moving or communicating, it typically takes an action. You can take only one action at a time.

The Actions table lists the game's main actions, which are defined in the rules glossary.

ACTIONS

Action	Summary
Attack	Attack with a weapon or an Unarmed Strike.
Dash	For the rest of the turn, give yourself extra movement equal to your Speed.
Disengage	Your movement doesn't provoke Opportunity Attacks for the rest of the turn.
Dodge	Until the start of your next turn, attack rolls against you have Disadvantage, and you make Dexterity saving throws with Advantage. You lose this benefit if you have the Incapacitated condition or if your Speed is 0.
Help	Help another creature's ability check or attack roll, or administer first aid.
Hide	Make a Dexterity (Stealth) check.
Influence	Make a Charisma (Deception, Intimidation, Performance, or Persuasion) or Wisdom (Animal Handling) check to alter a creature's attitude.
Magic	Cast a spell, use a magic item, or use a magical feature.
Ready	Prepare to take an action in response to a trigger you define.
Search	Make a Wisdom (Insight, Medicine, Perception, or Survival) check.
Study	Make an Intelligence (Arcana, History, Investigation, Nature, or Religion) check.
Utilize	Use a nonmagical object.

A character can also do things not covered by these actions. Many class features and other abilities provide additional action options, and you can improvise other actions. When you describe an action not detailed elsewhere in the rules, the DM tells you whether that action is possible and what kind of D20 Test you need to make, if any.

Bonus Actions

Various class features, spells, and other abilities let you take an additional action on your turn called a Bonus Action. The Cunning Action feature, for example, allows a level 2 Rogue to take a Bonus Action. You can take a Bonus Action only when a special ability, a spell, or another feature of the game states that you can do something as a Bonus Action. You otherwise don't have a Bonus Action to take.

You can take only one Bonus Action on your turn, so you must choose which Bonus Action to use if you have more than one available.

You choose when to take a Bonus Action during your turn unless that action's timing is specified.

Reactions

Certain special abilities, spells, and situations allow you to take a special action called a Reaction. A Reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The Opportunity Attack (see page 14) is the most common type of Reaction.

When you take a Reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the Reaction.

A Reaction takes place immediately after its trigger unless the Reaction's description says otherwise.

Social Interaction

During adventures, the characters meet different people and face some monsters that would rather talk than fight. In those situations, it's time for social interaction, which takes many forms. For example, a character might try to convince a burglar to confess or try to flatter a guard. The DM assumes the roles of any nonplayer characters who are participating.

An NPC's attitude toward a character is Friendly, Indifferent, or Hostile, as defined in the rules glossary. Friendly NPCs are predisposed to help, and Hostile ones are inclined to hinder.

Social interactions progress in two ways: through roleplaying and ability checks.

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Roleplaying

When you roleplay a character, you determine how the character thinks, acts, and talks. Roleplaying is part of the whole game, but it comes to the fore during social interactions.

The DM uses an NPC's personality and a character's actions and attitudes to determine how an NPC reacts. When interacting with an NPC, pay attention to the DM's portrayal of the NPC. You might be able to learn an NPC's goals and then use that information to influence the NPC.

If you offer NPCs something they want or play on their sympathies or fears, you can form friendships, ward off violence, or learn key information. If you insult an NPC, you might cause them to turn on you.

Ability Checks

Ability checks can help determine the outcome of a social interaction. Roleplaying efforts can alter an NPC's attitude, but there might still be an element of chance if the DM wants dice to play a role in determining the NPC's response. In such situations, the DM can ask a player to take the Influence action.

Exploration

Exploration involves delving into places that are dangerous and full of mystery. The rules in this section detail some of the ways adventurers interact with the environment in such places.

Vision and Light

Some adventuring tasks—such as noticing danger, hitting an enemy, and targeting certain spells—are affected by sight, so effects that obscure vision can hinder you, as explained below.

Obscured Areas

An area might be Lightly or Heavily Obscured.

Lightly Obscured. In a Lightly Obscured area—such as an area with Dim Light, patchy fog, or moderate foliage—you have Disadvantage on Wisdom (Perception) checks that rely on sight.

Heavily Obscured. A Heavily Obscured area—such as an area of Darkness, heavy fog, or dense foliage—is opaque. You have the Blinded condition (see the rules glossary) when trying to see something there.

Light

The presence or absence of light determines the category of illumination in an area, as defined below.

Bright Light. Bright Light lets most creatures see normally. Even gloomy days provide Bright Light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim Light. Dim Light, also called shadows, creates a Lightly Obscured area. An area of Dim Light is usually a boundary between Bright Light and surrounding Darkness. The soft light of twilight and dawn also counts as Dim Light. A full moon might bathe the land in Dim Light.

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Darkness. Darkness creates a Heavily Obscured area. Characters face Darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon, or in an area of magical Darkness.

Special Senses

Some creatures have special senses that help them perceive things in certain situations. The rules glossary defines the following special senses: Blindsight, Darkvision, and Tremorsense.

Hiding

Adventurers and monsters often hide, whether to spy on one another, sneak past a guardian, or set an ambush. The DM decides when circumstances are appropriate for hiding. When you try to hide, you take the Hide action.

Finding Hidden Objects

When your character searches for hidden things, such as a secret door or a trap, the DM typically asks you to make a Wisdom (Perception) check, provided you describe the character searching in the hidden object's vicinity. On a success, you find the object, other important details, or both.

If you describe your character searching nowhere near a hidden object, a Wisdom (Perception) check won't reveal the object, no matter the check's total.

Combat

Adventurers encounter many dangerous monsters and nefarious villains. In those moments, combat often breaks out.

The Order of Combat

A typical combat encounter is a clash between two sides: a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes combat into a cycle of rounds and turns. A round represents about 6 seconds in the game world.

Combat Step by Step

Combat unfolds in these steps:

1: Establish Positions. The DM determines where all the characters and monsters are located. Given the adventurers' stated positions in the location, the DM figures out where the adversaries are—how far away and in what direction.

2: Roll Initiative. Everyone involved in the combat encounter rolls Initiative, determining the order of combatants' turns.

3: Add Combatants to the Combat Tracker. The DM writes down each combatant's name next to their Initiative count.

4: Take Turns. Each participant in the battle takes a turn in initiative order. When everyone involved in the combat has had a turn, the round ends. Repeat this step until the fighting stops.

Initiative

Initiative determines the order of turns during combat. When combat starts, every participant rolls Initiative; they make a Dexterity check that determines their place in the Initiative order.

The monsters in this set have Initiative modifiers on their **Monster Cards**.

Initiative Order. A combatant's check total is called their Initiative count, or Initiative for short. The DM ranks the combatants from highest to lowest Initiative on the **Combat Tracker**. This is the order in which they act during each round. The Initiative order remains the same from round to round.

For a group of identical monsters, each member of the group acts on the same Initiative count, and the DM decides the order in which the individuals take their turns during that count.

Ties. If a tie occurs, the DM decides the order among tied monsters, and the other players decide the order among tied characters. The DM decides the order if the tie is between a monster and a character.

Your Turn

On your turn, you can move a distance up to your Speed and take one action. You decide whether to move first or take your action first.

The main actions you can take are listed in the "Actions" section (page 10). A character's **Character Sheet** and a creature's **Monster Card** also list action options. The "Movement and Position" section (see below) gives the rules for movement.

Communicating. You can communicate however you are able—through brief utterances and gestures—as you take your turn. Doing so uses neither your action nor your move.

Interacting with Things. You can interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe.

If you want to interact with a second object, you need to take the Utilize action. Some magic items and other special objects always require an action to use, as stated in their descriptions.

Doing Nothing on Your Turn. You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do, consider taking the Dodge action.

Ending Combat

Combat ends when one side or the other is defeated, which can mean the creatures are killed or knocked out or have surrendered or fled. Combat can also end when both sides agree to end it.

Movement and Position

On your turn, you can move a distance equal to your Speed or less. Or you can decide not to move.

PLAYING ON A GRID

Follow these rules when playing on a gridded map.

Squares. Each square represents 5 feet.

Speed. Rather than moving foot by foot, move square by square on the grid, using your Speed in 5-foot segments. You can translate your Speed into squares by dividing it by 5. For example, a Speed of 30 feet translates into 6 squares.

Entering a Square. To enter a square, you must have enough movement left to pay for entering. It costs 1 square of movement to enter an unoccupied space that's adjacent to your space (orthogonally or diagonally adjacent). A square of Difficult Terrain costs 2 squares to enter. Other effects might make a square cost even more.

Corners. Diagonal movement can't cross the corner of a wall, a large tree, or another terrain feature that fills its space.

Ranges. To determine the range on a grid between two things—whether creatures or objects—count squares from a square adjacent to one of them and stop counting in the space of the other one. Count by the shortest route.

Your movement can include climbing, crawling, jumping, and swimming (each explained in the rules glossary). These different modes of movement can be combined with your regular movement, or they can constitute your entire move.

However you're moving with your Speed, you deduct the distance of each part of your move from it until it is used up or until you are done moving, whichever comes first.

Difficult Terrain

Combatants are often slowed by Difficult Terrain. Furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of Difficult Terrain.

Every foot of movement in Difficult Terrain costs 1 extra foot, even if multiple things in a space count as Difficult Terrain.

Breaking Up Your Move

You can break up your move, using some of its movement before and after any action, Bonus Action, or Reaction you take on the same turn. For example, if you have a Speed of 30 feet, you could go 10 feet, take an action, and then go 20 feet.

Creature Size

A creature belongs to a size category: Tiny, Small, Medium, Large, Huge, or Gargantuan. Your character's size is specified on your **Character Sheet**, and a monster's size is specified on its **Monster Card**.

A creature's size affects certain rules as well as the size of the creature's token in this set (Medium and smaller creatures use the same token size).

Moving around Other Creatures

During your move, you can pass through the space of an ally, a creature that has the Incapacitated condition (see the rules glossary), a Tiny creature, or a creature that is two sizes larger or smaller than you.

Another creature's space is Difficult Terrain for you unless that creature is Tiny or your ally.

You can't willingly end a move in a space occupied by another creature. If you somehow end a turn in a space with another creature, you have the Prone condition (see the rules glossary) unless you are Tiny or are of a larger size than the other creature.

Dropping Prone

On your turn, you can give yourself the Prone condition (see the rules glossary) without using an action or any of your Speed, but only if your Speed isn't 0.

Making an Attack

When you take the Attack action, you make an attack. Some other actions, Bonus Actions, and Reactions also let you make an attack. An attack has the following structure:

1: **Choose a Target.** Pick a target within your attack's range.

2: **Determine Modifiers.** The DM determines whether the target has Cover (see the rules glossary) and whether you have Advantage or Disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.

3: **Resolve the Attack.** Make the attack roll, as detailed earlier in the guide. On a hit, you roll damage unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

Ranged Attacks

When you make a ranged attack, you fire a bow or otherwise send projectiles to strike a target. Many spells also involve making a ranged attack.

Range

You can make ranged attacks only against targets within a specified range. If a ranged attack, such as one made with a spell, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a bow, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has Disadvantage when your target is beyond normal range, and you can't attack a target beyond long range.

Ranged Attacks in Close Combat

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack roll with a weapon, a spell, or some other means, you have Disadvantage on the roll if you are within 5 feet of an enemy who can see you and doesn't have the Incapacitated condition (see the rules glossary).

Melee Attacks

A melee attack allows you to attack a target within your reach. A melee attack typically uses a handheld weapon or an Unarmed Strike. Many monsters make melee attacks with claws, teeth, or other body parts. A few spells also involve melee attacks.

Reach

A creature has a 5-foot reach and can thus attack targets within 5 feet when making a melee attack. Certain creatures have melee attacks with a reach greater than 5 feet, as noted on their **Monster Cards**.

Opportunity Attacks

Combatants watch for enemies to drop their guard. If you move heedlessly past your foes, you put yourself in danger by provoking an Opportunity Attack.

Avoiding Opportunity Attacks. You can avoid provoking an Opportunity Attack by taking the Disengage action. You also don't provoke an Opportunity Attack when you teleport or when you are moved without using your movement, action, Bonus Action, or Reaction. For example, you don't provoke an Opportunity Attack if an explosion hurls you out of a foe's reach or if you fall past an enemy.

Making an Opportunity Attack. You can make an Opportunity Attack when a creature that you can see leaves your reach. To make the attack, take a Reaction to make one melee attack with a weapon or an Unarmed Strike against that creature. The attack occurs right before it leaves your reach.

Damage and Healing

Injury and death are frequent threats in D&D, as detailed in the following rules.

Hit Points

Hit Points represent durability and the will to live. Creatures with more Hit Points are more difficult to kill. Your Hit Point maximum is the number of Hit Points you have when uninjured. Your current Hit Points can be any number from that maximum down to 0, which is the lowest Hit Points can go.

Whenever you take damage, subtract it from your Hit Points. Hit Point loss has no effect on your capabilities until you reach 0 Hit Points.

UNSEEN ATTACKERS AND TARGETS

When you make an attack roll against a target you can't see, you have Disadvantage on the roll. This is true whether you're guessing the target's location or targeting a creature you can hear but not see. If the target isn't in the location you targeted, you miss.

When a creature can't see you, you have Advantage on attack rolls against it.

If you're hidden when you make an attack roll, you reveal your location when the attack hits or misses.

Damage Rolls

Each weapon, spell, and damaging monster ability specifies the damage it deals. You roll the damage dice, add any modifiers, and deal the damage to your target. If there's a penalty to the damage, it's possible to deal 0 damage but not negative damage.

When attacking with a weapon, you add your ability modifier—the same modifier used for the attack roll—to the damage roll. A spell tells you which dice to roll for damage and whether to add any modifiers. Your **Character Sheet** details each of your weapon's damage dice, as does a spell's **Spell Card** if the spell deals damage.

Critical Hits

When you score a Critical Hit, you deal extra damage. Roll the attack's damage dice twice, add them together, and add any relevant modifiers as normal. For example, if you score a Critical Hit with a Dagger, roll 2d4 for the damage rather than 1d4, and add your relevant ability modifier. If the attack involves other damage dice, such as from the Rogue's Sneak Attack feature, you also roll those dice twice.

Saving Throws and Damage

Damage dealt via saving throws uses these rules.

Damage against Multiple Targets

When you create a damaging effect that forces two or more targets to make saving throws against it at the same time, roll the damage once for all the targets. For example, when Will the Wise casts *Burning Hands*, the spell's damage is rolled once for all creatures caught in the blast.

Half Damage

Many saving throw effects deal half damage (round down) to a target when the target succeeds on the saving throw. The halved damage is equal to half the damage that would be dealt on a failed save.

Damage Types

Each instance of damage has a type, like Fire or Slashing. Damage types are listed in the rules glossary and have no rules of their own, but other rules, such as Resistance, rely on damage types.

Resistance and Vulnerability

Some creatures and objects have Resistance or Vulnerability to certain types of damage. If you have Resistance to a damage type, damage of that type is halved against you (round down). If you have

Vulnerability to a damage type, damage of that type is doubled against you. For example, if you have Resistance to Fire damage, such damage is halved against you, and if you have Vulnerability to Necrotic damage, such damage is doubled against you.

Modifiers to damage are applied in the following order: (1) adjustments such as bonuses, penalties, or multipliers; (2) Resistance; and (3) Vulnerability.

Immunity

Some creatures and objects have Immunity to certain damage types and conditions (see "Conditions" on this page). Immunity to a damage type means you don't take damage of that type, and Immunity to a condition means you aren't affected by it.

Healing

Hit Points can be restored by magic, such as the *Cure Wounds* spell or a *Potion of Healing*, or by a Short or Long Rest (see "Resting," page 16).

When a creature receives healing, add the restored Hit Points to its current Hit Points. A creature's Hit Points can't exceed its Hit Point maximum; any Hit Points regained in excess of the maximum are lost. For example, if a character has 4 Hit Points, receives 8 Hit Points of healing, and has a Hit Point maximum of 10, the character regains 6 Hit Points, not 8.

A dead creature can't be healed. When a character dies, the other characters might find a way to revive them, or the player can make a new character.

Dropping to 0 Hit Points

When a creature drops to 0 Hit Points, it either dies outright or falls unconscious, as explained below.

Instant Death

A monster dies the instant it drops to 0 Hit Points.

When damage reduces a character to 0 Hit Points and damage remains, the character dies if the remainder equals or exceeds their Hit Point maximum. For example, if a character with a Hit Point maximum of 12 has 6 Hit Points and takes 18 damage, they are reduced to 0 Hit Points, but 12 damage remains. The character then dies, since 12 equals their Hit Point maximum.

Falling Unconscious

If you reach 0 Hit Points and don't die instantly, you have the Unconscious condition (see the rules glossary) until you regain any Hit Points, and you now face making Death Saving Throws (see below).

Death Saving Throws

Whenever you start your turn with 0 Hit Points, you must make a Death Saving Throw to determine whether you creep closer to death or hang on to life. Unlike other saving throws, this one isn't tied to an ability modifier. You're in the hands of fate now.

KNOCKING OUT A CREATURE

When you would reduce a creature to 0 Hit Points with a melee attack, you can instead reduce the creature to 1 Hit Point and give it the Unconscious condition. It then starts a Short Rest, at the end of which that condition ends on it. The condition ends early if the creature regains any Hit Points or if someone takes an action to administer first aid to it, making a successful DC 10 Wisdom (Medicine) check.

Three Successes/Failures. Roll 1d20. If the roll is 10+, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become Stable (see "Stabilizing a Character" below). On your third failure, you die.

The successes and failures needn't be consecutive; keep track of both on your **Character Sheet** until you collect three of a kind. Zero the number of both when you regain any Hit Points or become Stable.

Rolling a 1 or 20. When you roll a 1 on the d20 for a Death Saving Throw, you suffer two failures. If you roll a 20 on the d20, you regain 1 Hit Point.

Damage at 0 Hit Points. If you take any damage while you have 0 Hit Points, you suffer a Death Saving Throw failure. If the damage is from a Critical Hit, you suffer two failures instead. If the damage equals or exceeds your Hit Point maximum, you die.

Stabilizing a Character

You can take the Help action to try to stabilize a character with 0 Hit Points, which requires a successful DC 10 Wisdom (Medicine) check.

A Stable creature doesn't make Death Saving Throws even though it has 0 Hit Points, but it still has the Unconscious condition. If the creature takes damage, it stops being Stable and starts making Death Saving Throws again. A Stable creature that isn't healed regains 1 Hit Point after 1d4 hours.

Conditions

Many effects impose a condition, a temporary state that alters a creature's capabilities. Conditions are defined in the rules glossary. The definition specifies what happens to its recipient while affected by it.

Duration

A condition lasts either for a duration specified by the effect that imposed the condition or until the condition is countered (the Prone condition is countered by standing up, for example).

No Stacking

If multiple effects impose the same condition on you, each instance of the condition has its own duration, but the condition's effects don't get worse. Either you have a condition or you don't. The Exhaustion condition is an exception to that rule.

Spellcasting

This section provides the rules for casting spells. See **Spell Cards** for descriptions of spells.

Casting Spells

Each spell description contains the details needed to cast the spell. The following sections explain each part of a **Spell Card**.

Spell Level

Every spell has a level, such as 0, 1, or 2. A spell's level is an indicator of how powerful it is. Cantrips—simple spells that can be cast almost by rote—are level 0. The rules for each spellcasting class say when its members gain access to spells of certain levels.

Spell Slots

Spellcasting is taxing, so a spellcaster can cast only a limited number of level 1+ spells before resting. Spell slots are the main way a spellcaster's magical potential is represented. Each spellcasting class gives its members a limited number of spell slots of certain spell levels. For example, a level 3 Wizard has four level 1 spell slots and two level 2 slots.

In this boxed set, you track spell slots on your **Character Sheet**. When you cast a spell, you expend a slot of that spell's level or higher, effectively "filling" a slot with the spell. Imagine a spell slot is a groove of a certain size—small for a level 1 slot, larger for a spell of higher level. A level 1 spell fits into a slot of any size, but a level 2 spell fits only in a slot that's at least level 2. So when a level 3 Wizard casts *Magic Missile*, a level 1 spell, that Wizard spends one of four level 1 slots and has three remaining.

Finishing a Long Rest restores expended spell slots.

Casting Time

Most spells require the Magic action to cast, but some spells require a Bonus Action, a Reaction, or 1 minute or more. A spell's Cast entry specifies which of those is required.

One Spell with a Spell Slot per Turn

On a turn, you can expend only one spell slot to cast a spell. This rule means you can't, for example, cast a spell with a spell slot using the Magic action and another one using a Bonus Action on the same turn.

RESTING

Adventurers can't spend every hour adventuring. They need rest. Any creature can take hour-long Short Rests in the midst of a day and an 8-hour Long Rest to end it. Regaining Hit Points is one of the main benefits of a rest. The rules glossary provides the rules for Short and Long Rests.

Reaction and Bonus Action Triggers

A spell that has a casting time of a Reaction is cast in response to a trigger that is defined in the spell's Cast entry. Some spells that have a casting time of a Bonus Action are also cast in response to a trigger defined in the spell.

Longer Casting Times

Certain spells require more time to cast: minutes or even hours. While you cast a spell with a casting time of 1 minute or more, you must take the Magic action on each of your turns, and you must maintain Concentration (see the rules glossary) while you do so. If your Concentration is broken, the spell fails, but you don't expend a spell slot. To cast the spell again, you must start over.

Range

A spell's range indicates how far from the spellcaster the spell's effect can originate, and the spell's description specifies which part of the effect is limited by the range.

A range usually takes one of the following forms:

Distance. The range is expressed in feet.

Touch. The spell's effect originates on something, as defined by the spell, that the spellcaster must touch within their reach.

Self. The spell is cast on the spellcaster or emanates from them, as specified in the spell.

If a spell has movable effects, they aren't restricted by its range unless the spell's description says so.

Duration

A spell's duration is the length of time the spell persists after it is cast. A duration typically takes one of the following forms:

Concentration. If a duration requires Concentration, see "Concentration" in the rules glossary.

Instantaneous. An instantaneous duration means the spell's magic appears and then disappears.

Time Span. A duration that provides a time span specifies how long the spell lasts in rounds, minutes, hours, or the like. For example, if a Duration entry says "1 minute," the spell ends after 1 minute. While a time-span spell that you cast is ongoing, you can dismiss it (no action required) if you don't have the Incapacitated condition.

Effects

The effects of a spell are detailed after its duration entry. Those details present exactly what the spell does, which ignores mundane physical laws. Whatever the effects, they typically deal with targets, saving throws, attack rolls, or all three, each of which is detailed below.

JOHN GRELLO

Targets

A typical spell requires the caster to pick one or more targets to be affected by the spell's magic. A spell's description says whether the spell targets creatures, objects, or something else.

A Clear Path to the Target. To target something with a spell, a caster must have a clear path to it, so it can't be behind Total Cover.

Targeting Yourself. If a spell targets a creature of your choice, you can choose yourself unless the creature must be Hostile or a creature other than you.

Areas of Effect. Some spells, such as *Thunderwave*, cover an area called an area of effect (see the rules glossary). The area determines what the spell targets. The description of a spell specifies whether it has an area of effect, which is typically one of these shapes: Cone, Cube, Emanation, Line, or Sphere.

Awareness of Being Targeted. Unless a spell has a perceptible effect, a creature doesn't know it was targeted by the spell. An effect like lightning is obvious, but a more subtle effect, such as an attempt to read thoughts, goes unnoticed unless a spell's description says otherwise.

Invalid Targets. If you cast a spell on someone or something that can't be affected by it, nothing happens to that target, but if you used a spell slot to cast the spell, the slot is still expended.

Saving Throws and Attack Rolls

Many spells specify that a target makes a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure. Some spells require the caster to make an attack roll to determine whether the spell hits a target.

A caster's spell save DC and spell attack modifier are both listed on the character's **Character Sheet**.

Combining Spell Effects

The effects of different spells add together while their durations overlap. In contrast, the effects of the same spell cast multiple times don't combine. Instead, the most potent effect—such as the highest bonus—from those castings applies while their durations overlap. The most recent effect applies if the castings are equally potent and their durations overlap. For example, if two creatures cast *Bless* on the same target, that target gains the spell's benefit only once; the target doesn't receive two bonus dice.

Combat and Damage Example

In this scene, threats force a group of adventurers into battle. This example demonstrates the turn-based flow of combat.

In Vecna's temple, the characters enter combat!

Eddie (as DM): The hooded cultists chant: "Hail Lord Vecna! Hail Lord Vecna!" They turn to you and remove their hoods. You recognize most of them from Makbar, but there is one you don't recognize. His skin is shriveled, desiccated. And something else: He's not only missing his left arm—but also his left eye!

Jeff (Spectating): Vecna's dead!

Mike (as Tayr the Paladin): He was killed by Kas!

① **Eddie:** So it was thought, my friends. So it was thought, but Vecna lives! You are scared. You are tired. You are injured. Do you flee Vecna and his cultists, or do you stand your ground and fight?

Dustin (as Nog the Dwarf): I say we fight ... to the death.

Mike: To the death!

Erica (as Lady Applejack): To the death.

② **Eddie:** Very well. Roll Initiative!

Dustin: Shit. I got a 5.

Mike: Ugh. I got 8.

Erica: I got a 19!

③ **Eddie:** Lady Applejack is quick to react—but not as quick as Vecna's cultists! They got a 20. The first three attack the person in the lead: Tayr.

Mike: Oh, boy.

④ **Eddie:** Their attack roll totals are 8, 16, and 18.

Sam: The 8 and 16 miss my AC, but the 18 hits.

Eddie: The cultist slices you with his sickle, dealing a total of 5 Slashing damage.

Mike: Is that the best you can do?

Dustin: Never say that to the DM.

Eddie: Now two of them attack Lady Applejack. The first roll is a natural 1: a miss. The second roll is 16.

Erica: That hits.

Eddie: You take 4 Slashing damage. Vecna hovers above, silently watching the battle unfold. Now it's Lady Applejack's turn.

Erica: I attack one close to me. Does a 24 hit?

Eddie: A solid hit!

Erica: And it's next to one of my allies, right?

Eddie: Yes.

⑤ **Erica:** So with my Sneak Attack, that's 22 damage!

Eddie: Your blade sinks into the cultist's back, and she collapses to the ground.

⑤ **Erica:** Then I use Cunning Action to Disengage as a Bonus Action and move 20 feet out of the melee.

Eddie: A commendable turn. Tayr?

⑥ **Mike:** I use my Bonus Action to cast *Divine Smite*. Then I attack the nearest cultist! I got a 21 to hit for 7 Slashing damage and 9 Radiant damage.

Eddie: Vecna laughs, amused at your futile struggle.

① ***Starting Combat.*** After describing Vecna's reveal, the DM gets ready to start combat by mentally figuring out where everyone is, referring to the map of the area. He even gives the characters an opportunity to flee.

② ***Rolling Initiative.*** The next step in combat is for everyone involved to roll Initiative.

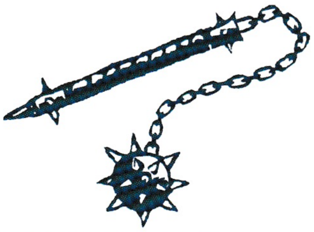
③ ***Taking Turns.*** Now each participant in the battle takes a turn in Initiative order. The cultists go first because they got the highest Initiative: 20.

④ ***Attack Rolls.*** When a creature attacks, its player makes an attack roll. If the total is equal to or higher than the target's Armor Class (AC), the attack hits.

⑤ ***Special Abilities.*** The Rogue's Sneak Attack lets Lady Applejack deal extra damage to the cultists, and her Cunning Action lets her Disengage as a Bonus Action. These are examples of class features (which appear on **Character Sheets**) that let characters bend the rules.

⑥ ***Spells and Bonus Actions.*** Tayr casts the *Divine Smite* spell. This spell can be cast as a Bonus Action (see "Actions," page 10), so Tayr can cast the spell and take the Attack action on the same turn.

Know Your Spells! Every spell in this set has an accompanying **Spell Card**. Have the spell's card ready before you cast it. Don't expect the DM to know how your spell works, and be ready to answer any questions about it.



RULES GLOSSARY

Glossary Conventions

The glossary uses the following conventions:

"You." The game's rules—in this glossary and elsewhere—often talk about something happening to you in the game world. That "you" refers to the creature or object that the rule applies to in a particular moment of play. For example, the "you" in the Prone condition is a creature that currently has that condition.

"See Also." Some glossary entries include a *See also* section that points to other entries in the glossary, to earlier sections of this guide, or both.

Abbreviations. The abbreviations listed below appear in this glossary and elsewhere in the rules.

AC	Armor Class	**DM**	Dungeon Master
Cha.	Charisma	**GP**	Gold Piece(s)
Con.	Constitution	**Int.**	Intelligence
CR	Challenge Rating	**Str.**	Strength
DC	Difficulty Class	**Wis.**	Wisdom
Dex.	Dexterity		

Rules Definitions

Ability Check

An ability check is a D20 Test that represents using one of the six abilities—or a specific skill associated with an ability—to overcome a challenge. *See also* "Ability Checks" (page 8).

Ability Score and Modifier

A creature has six abilities—Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma—each of which has a corresponding modifier. Add the modifier when you make a D20 Test with the corresponding ability or when a rule asks you to do so. *See also* "The Six Abilities" (page 7).

Action

On your turn, you can take one action. Choose which action to take from those below or from the actions provided by your features. *See also* "Actions" (page 10). The following actions are defined in this glossary, each with "[Action]" after its name:

Attack
Dash
Disengage
Dodge
Help
Hide
Influence
Magic
Ready
Search
Study
Utilize

Advantage

If you have Advantage on a D20 Test, roll two d20s, and use the higher roll. A roll can't be affected by more than one Advantage, and Advantage and Disadvantage on the same roll cancel each other. *See also* "Advantage/Disadvantage" (page 9).

Alignment

A creature's alignment broadly describes its ethical attitudes and ideals. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward order (lawful, chaotic, or neutral). These factors allow for nine possible combinations, such as Lawful Good and Neutral Evil.

Ally

A creature is your ally if it is a member of your adventuring party, your friend, on your side in combat, or a creature that the rules or the DM designates as your ally.

Ammunition [Weapon Property]

You can use a weapon that has the Ammunition property to make a ranged attack only if you have ammunition to fire from it. The type of ammunition required is specified with the weapon's range. Each attack expends one piece of ammunition. Drawing the ammunition is part of the attack (you need a free hand to load a one-handed weapon). After a fight, you can spend 1 minute to recover half the ammunition (round down) you used in the fight; the rest is lost.

Area of Effect

The descriptions of many spells and other features specify that they have an area of effect, which typically has one of the following shapes. These shapes are defined elsewhere in this glossary, each with "[Area of Effect]" after its name:

Cone
Cube
Emanation
Line
Sphere

An area of effect has a point of origin, a location from which the effect's energy erupts. The rules for each shape specify how to position its point of origin. If all straight lines extending from the point of origin to a location in the area of effect are blocked, that location isn't included in the area of effect. To block a line, an obstruction must provide Total Cover. *See also* "Cover."

If the creator of an area of effect places it at an unseen point and an obstruction—such as a wall—is between the creator and that point, the point of origin comes into being on the near side of the obstruction.

Armor Class

An Armor Class (AC) is the target number for an attack roll. AC represents how hard it is to hit a target.

Your base AC calculation is 10 plus your Dexterity modifier. If a rule gives you another base AC calculation, you choose which calculation to use; you can't use more than one. *See also* "Attack Roll."

Armor Training

Armor training allows you to use armor of a certain category without the following drawbacks. If you wear Light, Medium, or Heavy armor and lack training with it, you have Disadvantage on any D20 Test that involves Strength or Dexterity, and you can't cast spells. If you use a Shield and lack training with it, you don't gain its AC bonus. *See also* "Disadvantage."

Attack [Action]

When you take the Attack action, you can make one attack roll with a weapon or an Unarmed Strike.

Equipping and Unequipping Weapons. You can either equip or unequip one weapon when you make an attack as part of this action. You do so either before or after the attack. If you equip a weapon before an attack, you don't need to use it for that attack. Equipping a weapon includes drawing it from a sheath or picking it up. Unequipping a weapon includes sheathing, stowing, or dropping it.

Moving between Attacks. If you move on your turn and have a feature that gives you more than one attack as part of the Attack action, you can use some or all of that movement to move between those attacks.

Attack Roll

An attack roll is a D20 Test that represents making an attack with a weapon, an Unarmed Strike, or a spell. *See also* "Attack Rolls" (page 9).

Attitude

A monster has a starting attitude toward a player character: Friendly, Hostile, or Indifferent. *See also* "Friendly," "Hostile," "Indifferent," and "Influence."

Attunement

Some magic items require a creature to form a bond—called Attunement—with them before the creature can use an item's magical properties. Without becoming attuned to an item that requires Attunement, you gain only its nonmagical benefits unless its description states otherwise. For example a magic Shield that requires Attunement provides the benefits of a normal Shield if you aren't attuned to it, but none of its magical properties.

Attune During a Short Rest. Attuning to an item requires you to spend a Short Rest focused on only that item while being in physical contact with it. This focus can take the form of weapon practice (for a Weapon), meditation (for a Wand), or some other appropriate activity. If the Short Rest is interrupted the Attunement attempt fails. Otherwise, at the end of the Short Rest, you're attuned to the magic item and can access its full magical capabilities.

No More than Three Items. You can be attuned to no more than three magic items at a time. Any attempt to attune to a fourth item fails; you must end your Attunement to an item first.

Ending Attunement. Your Attunement to an item ends if you no longer satisfy the prerequisites for Attunement, if the item has been more than 100 feet away for at least 24 hours, if you die, or if another creature attunes to the item. You can also voluntarily end Attunement by spending another Short Rest focused on the item unless the item is cursed.

Blinded [Condition]

While Blinded, you undergo the effects below.

Can't See. You can't see and automatically fail any ability check that requires sight.

Attacks Affected. Attack rolls against you have Advantage, and your attack rolls have Disadvantage.

Blindsight

If you have Blindsight, you can see within a specific range without relying on physical sight. Within that range, you can see anything that isn't behind Total Cover even if you have the Blinded condition or are in Darkness. Moreover, in that range, you can see something that has the Invisible condition.

Bloodied

A creature is Bloodied while it has half its Hit Points or fewer remaining.

Bonus Action

A Bonus Action is a special action that you can take on the same turn that you take an action. You can't take more than one Bonus Action on a turn, and you have a Bonus Action to take only if a rule explicitly says so. *See also* "Bonus Actions" (page 10).

Bright Light

Bright Light is normal illumination. *See also* "Vision and Light" (page 11).

Burning

A burning creature or object takes 1d4 Fire damage at the start of each of its turns. As an action, you can extinguish fire on yourself by assuming the Prone condition and rolling on the ground. The fire also goes out if it is doused, submerged, or suffocated.

Cantrip

A cantrip is a level 0 spell, which is cast without a spell slot. *See also* "Spellcasting" (page 16).

Challenge Rating

Challenge Rating (CR) summarizes the threat a monster poses to a group of four player characters. Compare a monster's CR to the characters' level. If the CR is higher, the monster is likely a danger. If the CR is lower, the monster likely poses little threat. But circumstances and the number of player characters can significantly alter how threatening a monster is in actual play.

Charmed [Condition]

While Charmed, you undergo the effects below.

Can't Harm the Charmer. You can't attack the charmer or target the charmer with damaging abilities or magical effects.

Social Advantage. The charmer has Advantage on any ability check to interact with you socially.

Climbing

While you're climbing, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). You ignore this extra cost if you have a Climb Speed and use it to climb.

At the DM's option, climbing a slippery surface or one with few handholds might require a successful DC 15 Strength (Athletics) check.

Climb Speed

A Climb Speed can be used in place of Speed to traverse a vertical surface without expending the extra movement normally associated with climbing. *See also* "Climbing" and "Speed."

Concentration

Some spells and other effects require Concentration to remain active, as specified in their descriptions. If the effect's creator loses Concentration, the effect ends. If the effect has a maximum duration, the effect's description specifies how long the creator can concentrate on it: up to 1 minute, 1 hour, or some other duration. The creator can end Concentration at any time (no action required). The following factors break Concentration.

Another Concentration Effect. You lose Concentration on an effect the moment you start casting a spell that requires Concentration or activate another effect that requires Concentration.

Damage. If you take damage, you must succeed on a Constitution saving throw to maintain Concentration. The DC equals 10 or half the damage taken (round down), whichever number is higher, up to a maximum DC of 30.

Incapacitated or Dead. Your Concentration ends if you have the Incapacitated condition or you die.

Condition

A condition is a temporary game state. The definition of a condition says how it affects its recipient, and various rules define how to end a condition. This glossary defines these conditions, each with "[Condition]" after its name:

Blinded
Charmed
Deafened
Exhaustion
Frightened
Grappled
Incapacitated
Invisible
Paralyzed
Petrified
Poisoned
Prone
Restrained
Stunned
Unconscious

A condition doesn't stack with itself; a recipient either has a condition or doesn't. The Exhaustion condition is an exception to that rule.

Cone [Area of Effect]

A Cone is an area of effect that extends in straight lines from a point of origin in a direction its creator chooses. A Cone's width at any point along its length is equal to that point's distance from the point of origin. The effect that creates a Cone specifies its maximum length.

A Cone's point of origin isn't included in the area of effect unless its creator decides otherwise.

Cover

Cover provides a degree of protection to a target behind it. There are three degrees of cover, each of which provides a different benefit to a target: Half Cover (+2 bonus to AC and Dexterity saving throws), Three-Quarters Cover (+5 bonus to AC and Dexterity saving throws), and Total Cover (can't be targeted directly). If behind more than one degree of cover, a target benefits only from the most protective degree. *See also* "Combat" (page 12).

Crawling

While you're crawling, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). *See also* "Speed."

Creature

Any being in the game, including a player's character, is a creature. *See also* "Creature Type."

Creature Type

A creature, including a player character, has a tag that identifies the type of creature it is. All characters in this set are of the Humanoid type. The types don't have rules themselves, but some rules in the game affect creatures of certain types. These are the game's creature types: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, and Undead.

Critical Hit

If you roll a 20 on the d20 for an attack roll, you score a Critical Hit, and the attack hits regardless of any modifiers or the target's AC. A Critical Hit lets you roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice, and add them together. Then add any relevant modifiers. *See also* "Critical Hits" (page 14).

Cube [Area of Effect]

A Cube is an area of effect that extends in straight lines from a point of origin located anywhere on a face of the Cube. The effect that creates a Cube specifies its size, which is the length of each side.

A Cube's point of origin isn't included in the area of effect unless its creator decides otherwise.

D20 Test

D20 Tests encompass the three main d20 rolls of the game: ability checks, attack rolls, and saving throws. If something in the game affects D20 Tests, it affects all three of these rolls. The DM determines wh
a D20 Test is warranted in a given circumstanc
also "D20 Tests" (page 8).

Damage

Damage represents harm that causes a creature
an object to lose Hit Points.

Damage Roll

A damage roll is a die roll, adjusted by any applic
ble modifiers, that deals damage to a target. *See a*
"Damage and Healing" (page 14).

Damage Types

Attacks and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as Resistance, rely
on the types. Here is the list of types: Acid, Bludgeoning, Cold, Fire, Force, Lightning, Necroti
Piercing, Poison, Psychic, Radiant, Slashing, and Thunder. *See also* "Immunity," "Resistance," and "Vulnerability."

Darkness

An area of Darkness is Heavily Obscured. *See also* "Vision and Light" (page 11).

Darkvision

If you have Darkvision, you can see in Dim Light within a specified range as if it were Bright Light and in Darkness within that range as if it were Dim Light. You discern colors in that Darkness only as shades of gray. *See also* "Vision and Light" (page 11).

Dash [Action]

When you take the Dash action, you gain extra movement for the current turn. The increase equals your Speed after applying any modifiers. With a Speed of 30 feet, for example, you can move up to 60 feet on your turn if you Dash. If your Speed of 30 feet is reduced to 15 feet, you can move up to 30 feet this turn if you Dash.

If you have a special speed, such as a Fly Speed or Swim Speed, you can use that speed instead of your Speed when you take this action. You choose which speed to use each time you take it. *See also* "Speed."

DEAD

A dead creature has no Hit Points and can't regain them unless it is first revived by a spell or other magic. When such magic is used, the spirit knows who is using it and can refuse. The spirit of a dead creature has left the body and departed for the Outer Planes, where gods dwell, and reviving the creature requires calling the spirit back.

If the creature returns to life, the revival effect determines the creature's current Hit Points. Unless otherwise stated, the creature returns to life with any conditions, magical contagions, or curses that were affecting it at death if the durations of those effects are still ongoing.

DEAFENED [CONDITION]

While you have the Deafened condition, you experience the following effect.

Can't Hear. You can't hear and automatically fail any ability check that requires hearing.

DEATH SAVING THROW

A player character must make a Death Saving Throw (aka a Death Save) if they start their turn with 0 Hit Points. *See also* "Damage and Healing" (page 14).

DIFFICULT TERRAIN

If a space is Difficult Terrain, every foot of movement in that space costs 1 extra foot. For example, moving 5 feet through Difficult Terrain costs 10 feet of movement. Difficult Terrain isn't cumulative; either a space is Difficult Terrain or it isn't.

A space is Difficult Terrain if the space contains any of the following or something similar:

- A creature that isn't Tiny or your ally
- A narrow opening sized for a creature one size smaller than you
- Furniture sized for creatures of your size or larger
- Heavy snow, ice, rubble, or undergrowth
- Liquid that's between shin- and waist-deep

DIFFICULTY CLASS

A Difficulty Class (DC) is the target number for an ability check or a saving throw. *See also* "D20 Tests" (page 8).

DIM LIGHT

An area with Dim Light is Lightly Obscured. *See also* "Vision and Light" (page 11).

DISADVANTAGE

If you have Disadvantage on a D20 Test, roll two d20s and use the lower roll. A roll can't be affected by more than one Disadvantage, and Advantage and Disadvantage on the same roll cancel each other. *See also* "Advantage/Disadvantage" (page 9).

DISENGAGE [ACTION]

If you take the Disengage action, your movement doesn't provoke Opportunity Attacks for the rest of the current turn.

DODGE [ACTION]

If you take the Dodge action, you gain the following benefits: until the start of your next turn, any attack roll made against you has Disadvantage if you can see the attacker, and you make Dexterity saving throws with Advantage.

You lose these benefits if you have the Incapacitated condition or if your Speed is 0.

EMANATION [AREA OF EFFECT]

An Emanation is an area of effect that extends in straight lines from a creature or an object in all directions. The effect that creates an Emanation specifies the distance it extends.

An Emanation moves with the creature or object that is its origin unless it is an instantaneous or a stationary effect.

An Emanation's origin (creature or object) isn't included in the area of effect unless its creator decides otherwise.

ENEMY

A creature is your enemy if it fights against you in combat, actively works to harm you, or is designated as your enemy by the rules or DM.

EXHAUSTION [CONDITION]

The Exhaustion condition imposes the effects below.

Exhaustion Levels. This condition is cumulative. Each time you receive it, you gain 1 Exhaustion level. You die if your Exhaustion level is 6.

D20 Tests Affected. When you make a D20 Test, the roll is reduced by 2 times your Exhaustion level.

Speed Reduced. Your Speed is reduced by a number of feet equal to 5 times your Exhaustion level.

Removing Exhaustion Levels. Finishing a Long Rest removes 1 of your Exhaustion levels. When your Exhaustion level reaches 0, the condition ends.

FALLING

A creature that falls takes 1d6 Bludgeoning damage at the end of the fall for every 10 feet it fell, to a maximum of 20d6. When the creature lands, it has the Prone condition unless it avoids taking any damage from the fall.

A creature that falls into water or another liquid can use its Reaction to make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to hit the surface head or feet first. On a successful check, any damage resulting from the fall is halved.

FINESSE [WEAPON PROPERTY]

When making an attack with a Finesse weapon, use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

FLYING

A variety of effects allow a creature to fly. While flying, you fall if you have the Incapacitated or Prone condition or your Fly Speed is reduced to 0. You can stay aloft in those circumstances if you can hover. *See also* "Falling" and "Fly Speed."

FLY SPEED

A Fly Speed can be used to travel through the air. While you have a Fly Speed, you can stay aloft until you land, fall, or die. *See also* "Flying" and "Speed."

FRIENDLY [ATTITUDE]

A Friendly creature views you favorably. You have Advantage on an ability check to influence a Friendly creature. *See also* "Influence."

FRIGHTENED [CONDITION]

While Frightened, you undergo the effects below.

Ability Checks and Attacks Affected. You have Disadvantage on ability checks and attack rolls while the source of fear is within line of sight.

Can't Approach. You can't willingly move closer to the source of fear.

GRAPPLED [CONDITION]

While Grappled, you undergo the effects below.

Speed 0. Your Speed is 0 and can't increase.

Attacks Affected. You have Disadvantage on attack rolls against any target other than the grappler.

Movable. The grappler can drag or carry you when it moves, but every foot of movement costs it 1 extra foot unless you are Tiny or two or more sizes smaller than it.

GRAPPLING

A creature can grapple another creature. Characters typically grapple by using an Unarmed Strike. Many monsters have special attacks that allow them to quickly grapple prey. However a grapple is initiated, it follows these rules. *See also* "Unarmed Strike" and "Grappled."

Grappled Condition. Successfully grappling a creature gives it the Grappled condition.

One Grapple per Hand. A creature must have a hand free to grapple another creature. Some **Monster Cards** and game effects allow a creature to grapple using a tentacle, a maw, or another body part. Whatever part a grappler uses, it can grapple only one creature at a time with that part, and the grappler can't use that part to target another creature unless it ends the grapple.

Ending a Grapple. A Grappled creature can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check against the grapple's escape DC, ending the condition on itself on a success. The condition also ends if the grappler has the Incapacitated condition or if the distance between the Grappled target and the grappler exceeds the grapple's range. In addition, the grappler can release the target at any time (no action required).

HEAVILY OBSCURED

You have the Blinded condition while trying to see something in a Heavily Obscured space. *See also* "Vision and Light" (page 11).

HEAVY [WEAPON PROPERTY]

You have Disadvantage on attack rolls with a Heavy weapon if it's a Melee weapon and your Strength score isn't at least 13 or if it's a Ranged weapon and your Dexterity score isn't at least 13.

HELP [ACTION]

When you take the Help action, you do one of the following. *See also* "Stabilizing a Character" (page 15)

Assist an Ability Check. Choose one of your skill or tool proficiencies and one ally who is near enough for you to assist verbally or physically when they make an ability check. That ally has Advantage on the next ability check they make with the chosen skill or tool. This benefit expires if the ally doesn't use it before the start of your next turn. The DM has final say on whether your assistance is possible.

Assist an Attack Roll. You distract an enemy within 5 feet of you, giving Advantage to the next attack roll by one of your allies against that enemy. This benefit expires at the start of your next turn.

HEROIC INSPIRATION

If you have Heroic Inspiration, you can expend it to reroll any die immediately after rolling it, and you must use the new roll.

If you gain Heroic Inspiration but already have it, it's lost unless you give it to a player character who lacks it.

HIDE [ACTION]

With the Hide action, you try to conceal yourself. To do so, you must succeed on a DC 15 Dexterity (Stealth) check while you're Heavily Obscured or behind Three-Quarters Cover or Total Cover, and you must be out of any enemy's line of sight; if you can see a creature, you can discern whether it can see you.

On a successful check, you have the Invisible condition while hidden. Make note of your check's total, which is the DC for a creature to find you with a Wisdom (Perception) check.

You stop being hidden immediately after any of the following occurs: you make a sound louder than a whisper, an enemy finds you, you make an attack roll, or you cast a spell with a Verbal component.

HIGH JUMP

When you make a High Jump in this set, you leap into the air a number of feet equal to 3 plus your Strength modifier (minimum of 0 feet) if you move at least 10 feet on foot immediately before the jump. When you make a standing High Jump, you can jump only half that distance. Either way, each foot of the jump costs a foot of movement.

You can extend your arms half your height above yourself during the jump. Thus, you can reach a distance equal to the height of the jump plus 1½ times your height.

HIT POINT DICE

Hit Dice (also known as Hit Point Dice) help determine a player character's Hit Point maximum. Most monsters also have Hit Dice. A creature can spend Hit Dice during a Short Rest to regain Hit Points. *See also* "Short Rest."

HOSTILE [ATTITUDE]

A Hostile creature views you unfavorably. You have Disadvantage on an ability check to influence a Hostile creature. *See also* "Influence."

IMMUNITY

If you have Immunity to a damage type or a condition, it doesn't affect you in any way.

INCAPACITATED [CONDITION]

While Incapacitated, you undergo the effects below.

Inactive. You can't take any action, Bonus Action, or Reaction.

No Concentration. Your Concentration is broken.

Speechless. You can't speak.

Surprised. If you're Incapacitated when you roll Initiative, you have Disadvantage on the roll.

INDIFFERENT [ATTITUDE]

An Indifferent creature has no desire to help or hinder you. Indifferent is the default attitude of a monster. *See also* "Influence."

INFLUENCE [ACTION]

With the Influence action, you urge a monster to do something. Describe or roleplay how you're communicating with the monster. Are you trying to deceive, intimidate, amuse, or gently persuade? The DM then determines whether the monster feels willing, unwilling, or hesitant due to your interaction; this determination establishes whether an ability check is necessary, as explained below.

Willing. If your urging aligns with the monster's desires, no ability check is necessary; the monster fulfills your request in a way it prefers.

Unwilling. If your urging is repugnant to the monster or counter to its alignment, no ability check is necessary; it doesn't comply.

Hesitant. If you urge the monster to do something that it is hesitant to do, you must make an ability check, which is affected by the monster's attitude: Indifferent, Friendly, or Hostile, each of which is defined in this glossary. The Influence Checks table suggests which ability check to make based on how you're interacting with the monster. The DM chooses the check, which has a default DC equal to 15. On a successful check, the monster does as urged. On a failed check, you must wait 24 hours (or a duration set by the DM) before urging it in the same way again.

INFLUENCE CHECKS

Ability Check	Interaction
Charisma (Deception)	Deceiving a monster that understands you
Charisma (Intimidation)	Intimidating a monster
Charisma (Performance)	Amusing a monster
Charisma (Persuasion)	Persuading a monster that understands you
Wisdom (Animal Handling)	Gently coaxing a Beast or Monstrosity

INITIATIVE

Initiative determines the order of turns during combat. *See also* "Initiative" (page 12).

INVISIBLE [CONDITION]

While you have the Invisible condition, you experience the following effects.

Surprise. If you're Invisible when you roll Initiative, you have Advantage on the roll.

Concealed. You aren't affected by any effect that requires its target to be seen unless the effect's creator can somehow see you. Any equipment you are wearing or carrying is also concealed.

Attacks Affected. Attack rolls against you have Disadvantage, and your attack rolls have Advantage. If a creature can somehow see you, you don't gain this benefit against that creature.

JUMPING

When you jump, you make either a Long Jump or a High Jump. *See also* "Long Jump" and "High Jump."

KNOCKING OUT A CREATURE

When you would reduce a creature to 0 Hit Points with a melee attack, you can instead reduce the creature to 1 Hit Point. The creature then has the Unconscious condition and starts a Short Rest.

The creature remains Unconscious until it regains any Hit Points or until someone uses an action to administer first aid to it, which requires a successful DC 10 Wisdom (Medicine) check.

LIGHT [WEAPON PROPERTY]

When you take the Attack action on your turn and attack with a Light weapon, you can make one extra attack as a Bonus Action later on the same turn. That extra attack must be made with a different Light weapon, and you don't add your ability modifier to the extra attack's damage unless that modifier is negative. For example, you can attack with a Shortsword in one hand and a Dagger in the other using the Attack action and a Bonus Action, but you don't add your Strength or Dexterity modifier to the damage roll of the Bonus Action unless it's negative.

LIGHTLY OBSCURED

You have Disadvantage on Wisdom (Perception) checks to see something in a Lightly Obscured space. *See also* "Vision and Light" (page 11).

LINE [AREA OF EFFECT]

A Line is an area of effect that extends from a point of origin in a straight path along its length and covers an area defined by its width. The effect that creates a Line specifies its length and width.

A Line's point of origin isn't included in the area of effect unless its creator decides otherwise.

LOADING [WEAPON PROPERTY]

You can fire only one piece of ammunition from a Loading weapon when you use an action, a Bonus Action, or a Reaction to fire it, regardless of the number of attacks you can normally make.

LONG JUMP

When you make a Long Jump in this set, you leap horizontally a number of feet up to 5 times your Strength modifier (minimum of 5 feet) if you move at least 10 feet immediately before the jump. When you make a standing Long Jump, you can leap only half that distance. Either way, each foot you jump costs a foot of movement.

If you land in Difficult Terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check or have the Prone condition.

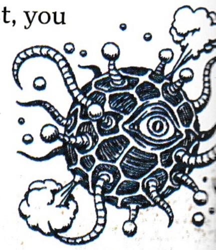
This Long Jump rule assumes that the height of the jump doesn't matter, such as a jump across a stream or chasm.

LONG REST

A Long Rest is a period of extended downtime—at least 8 hours—available to any creature. During a Long Rest, you sleep for at least 6 hours and perform no more than 2 hours of light activity, such as reading, talking, eating, or standing watch.

During sleep, you have the Unconscious condition. After you finish a Long Rest, you must wait at least 16 hours before starting another one.

Benefits of the Rest. To start a Long Rest, you must have at least 1 Hit Point. When you finish the rest, you gain the following benefits:



Regain All HP. You regain all lost Hit Points and all spent Hit Point Dice. If your Hit Point maximum was reduced, it returns to normal.

Ability Scores Restored. If any of your ability scores were reduced, they return to normal.

Exhaustion Reduced. If you have the Exhaustion condition, its level decreases by 1.

Special Feature. Some features are recharged by a Long Rest. If you have such a feature, it recharges in the way specified in its description.

Interrupting the Rest. A Long Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell other than a cantrip
- Taking any damage
- 1 hour of walking or other physical exertion

If you rested at least 1 hour before the interruption, you gain the benefits of a Short Rest. You can resume a Long Rest immediately after an interruption. If you do so, the rest requires 1 additional hour per interruption to finish. *See also* "Short Rest."

Magic [Action]

When you take the Magic action, you cast a spell that has a casting time of an action or use a feature or magic item that requires a Magic action to be activated.

If you cast a spell that has a casting time of 1 minute or longer, you must take the Magic action on each turn of that casting, and you must maintain Concentration while you do so. If your Concentration is broken, the spell fails, but you don't expend a spell slot. *See also* "Concentration."

Magical Effect

An effect is magical if it is created by a spell, a magic item, or a phenomenon that a rule labels as magical.

Mastery Property

A mastery property is a weapon property that you can use only if you have feature that lets you.

Monster

A monster is a creature controlled by the DM, even if the creature is benevolent. *See also* "Creature."

Opportunity Attacks

You can make an Opportunity Attack when a creature that you can see leaves your reach using its action, its Bonus Action, its Reaction, or one of its speeds. To make the Opportunity Attack, take a Reaction to make one melee attack with a weapon or an Unarmed Strike against the provoking creature. The attack occurs right before the creature leaves your reach. *See also* "Opportunity Attacks" (page 14).

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PARALYZED [CONDITION]

While Paralyzed, you undergo the effects below.

Incapacitated. You have the Incapacitated condition.

Speed 0. Your Speed is 0 and can't increase.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Attacks Affected. Attack rolls against you have Advantage.

Automatic Critical Hits. Any attack roll that hits you is a Critical Hit if the attacker is within 5 feet.

PETRIFIED [CONDITION]

While Petrified, you undergo the effects below.

Turned to Inanimate Substance. You are transformed, along with any nonmagical objects you are wearing and carrying, into a solid inanimate substance (usually stone). Your weight increases by a factor of ten, and you cease aging.

Incapacitated. You have the Incapacitated condition.

Speed 0. Your Speed is 0 and can't increase.

Attacks Affected. Attack rolls against you have Advantage.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Resist Damage. You have Resistance to all damage.

Poison Immunity. You have Immunity to the Poisoned condition.

POISONED [CONDITION]

While you have the Poisoned condition, you experience the following effect.

Ability Checks and Attacks Affected. You have Disadvantage on attack rolls and ability checks.

PRONE [CONDITION]

While Prone, you undergo the effects below.

Restricted Movement. Your only movement options are to crawl or to spend an amount of movement equal to half your Speed (round down) to right yourself and thereby end the condition. If your Speed is 0, you can't right yourself.

Attacks Affected. You have Disadvantage on attack rolls. An attack roll against you has Advantage if the attacker is within 5 feet of you. Otherwise, that attack roll has Disadvantage.

RANGE [WEAPON PROPERTY]

A Range weapon has a range that lists two numbers. The first is the weapon's normal range in feet, and the second is the weapon's long range. When attacking a target beyond normal range, you have Disadvantage on the attack roll. You can't attack a target beyond the long range.

REACTION

A Reaction is a special action taken in response to a trigger defined in the Reaction's description. You can take a Reaction on another creature's turn, and if you take it on your turn, you can do so even if you also take an action, a Bonus Action, or both. Once you take a Reaction, you can't take another one until the start of your next turn. The Opportunity Attack is a Reaction available to all creatures. *See also* "Opportunity Attacks."

READY [ACTION]

You take the Ready action to wait for a particular circumstance before you act. To do so, you take this action on your turn, which lets you act by taking a Reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your Reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your Speed in response to it. Examples include "If the cultist steps on the trapdoor, I'll pull the lever that opens it," and "If the zombie steps next to me, I move away."

When the trigger occurs, you can either take your Reaction right after the trigger finishes or ignore the trigger.

When you Ready a spell, you cast it as normal (expending any resources used to cast it) but hold its energy, which you release with your Reaction when the trigger occurs. To be readied, a spell must have a casting time of an action, and holding on to the spell's magic requires Concentration, which you can maintain up to the start of your next turn. If your Concentration is broken, the spell dissipates without taking effect.

RECHARGE

The Recharge notation means a monster can use an option on its **Monster Card** once. At the start of each of the monster's turns, roll 1d6. If the roll is within the number range given in the notation (represented by 4–6, 5–6, or 6), the monster regains the use of that option, which also recharges when the monster finishes a Short or Long Rest.

RESISTANCE

If you have Resistance to a damage type, damage of that type is halved against you (round down). Resistance is applied only once to an instance of damage. *See also* "Resistance and Vulnerability" (page 14).

RESTRAINED [CONDITION]

While Restrained, you undergo the effects below.

Speed 0. Your Speed is 0 and can't increase.

Attacks Affected. Attack rolls against you have Advantage, and your attack rolls have Disadvantage.

Saving Throws Affected. You have Disadvantage on Dexterity saving throws.

SAVE

Save is another name for a saving throw. *See also* "Saving Throw."

SAVING THROW

A saving throw—also called a save—represents an attempt to avoid or resist a threat. You normally make a saving throw only when a rule requires you to do so, but you can decide to fail the save without rolling. The result of a save is detailed in the effect that allowed it. If a target is forced to make a save and lacks the ability modifier used by it, the target automatically fails. *See also* "Saving Throws" (page 9).

SEARCH [ACTION]

When you take the Search action, you make a Wisdom check to discern something that isn't obvious. The Search table suggests which skills are applicable when you take this action, depending on what you're trying to detect.

SEARCH

Skill	Thing to Detect
Insight	Creature's state of mind
Medicine	Creature's ailment or cause of death
Perception	Concealed creature or object
Survival	Tracks or food

SHORT REST

A Short Rest is a 1-hour period of downtime, during which a creature does nothing more strenuous than reading, talking, eating, or standing watch. To start a Short Rest, you must have at least 1 Hit Point.

Benefits of the Rest. When you finish the rest, you gain the following benefits:

Spend Hit Point Dice. You can spend one or more of your Hit Point Dice to regain Hit Points. For each Hit Point Die you spend in this way, roll the die and add your Constitution modifier to it. You regain Hit Points equal to the total (minimum of 1 Hit Point). You can decide to spend an additional Hit Point Die after each roll.

Special Feature. Some features are recharged by a Short Rest. If you have such a feature, it recharges in the way specified in its description.

Interrupting the Rest. A Short Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell other than a cantrip
- Taking any damage

An interrupted Short Rest confers no benefits.

SKILL

A skill is an area of specialization associated with an ability check. *See also* "Skills" (page 8).

SPEED

A creature has a Speed, which is the distance in feet the creature can cover when it moves on its turn. *See also* "Movement and Position" (page 12).

Special Speeds. Some creatures have special speeds, such as a Climb Speed, Fly Speed, or Swim Speed, each of which is defined in this glossary. If you have more than one speed, choose which one to use when you move; you can switch between the speeds during your move. Whenever you switch, subtract the distance already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move. For example, if you have a Speed of 30 and a Fly Speed of 40, you could fly 10 feet, walk 10 feet, and leap into the air to fly 20 feet more.

Changes to Your Speeds. If an effect increases or decreases your Speed for a time, any special speed you have increases or decreases by an equal amount for the same duration. For example, if your Speed is reduced to 0 and you have a Climb Speed, your Climb Speed is also reduced to 0.

SPELL

A spell is a magical effect that has the characteristics described on its **Spell Card**.

SPELL ATTACK

A spell attack is an attack roll made as part of a spell or another magical effect.

SPHERE [AREA OF EFFECT]

A Sphere is an area of effect that extends in straight lines from a point of origin outward in all directions. The effect that creates a Sphere specifies the distance it extends as the radius of the Sphere.

A Sphere's point of origin is included in the Sphere's area of effect.

STABLE

A creature is Stable if it has 0 Hit Points but isn't required to make Death Saving Throws. *See also* "Stabilizing a Character" (page 15).

STUDY [ACTION]

When you take the Study action, you make an Intelligence check to study your memory, a book, a clue, or another source of knowledge and call to mind an important piece of information about it.

The Areas of Knowledge table suggests which skills are applicable to various areas of knowledge.

AREAS OF KNOWLEDGE

Skill	Areas
Arcana	Spells, magic items, eldritch symbols, magical traditions, planes of existence, and certain creatures (Aberrations, Constructs, Elementals, Fey, and Monstrosities)
History	Historic events and people, ancient civilizations, wars, and certain creatures (Giants and Humanoids)
Investigation	Traps, ciphers, riddles, and gadgetry
Nature	Terrain, flora, weather, and certain creatures (Beasts, Dragons, Oozes, and Plants)
Religion	Deities, religious hierarchies and rites, holy symbols, cults, and certain creatures (Celestials, Fiends, and Undead)

STUNNED [CONDITION]

While you have the Stunned condition, you experience the following effects.

Incapacitated. You have the Incapacitated condition.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Attacks Affected. Attack rolls against you have Advantage.

SWIMMING

While you're swimming, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). You ignore this extra cost if you have a Swim Speed and use it to swim. At the DM's option, moving any distance in rough water might require a successful DC 15 Strength (Athletics) check.

SWIM SPEED

A Swim Speed can be used to swim without expending the extra movement normally associated with swimming. *See also* "Swimming" and "Speed."

TARGET

A target is the creature or object targeted by an attack roll, forced to make a saving throw by an effect, or selected to receive the effects of a spell or another phenomenon.

TELEPORTATION

Teleportation is a special kind of magical transportation. If you teleport, you disappear and reappear elsewhere instantly, without moving through the intervening space. This transportation doesn't expend movement unless a rule tells you otherwise, and teleportation never provokes Opportunity Attacks.

When you teleport, all the equipment you're wearing and carrying teleports with you. If you're touching another creature when you teleport, that creature doesn't teleport with you unless the teleportation effect says otherwise.

If the destination space of your teleportation is occupied by another creature or blocked by a solid obstacle, you instead appear in the nearest unoccupied space of your choice.

The description of a teleportation effect tells you if you must see the teleportation's destination.

THROWN [WEAPON PROPERTY]

If a weapon has the Thrown property, you can throw the weapon to make a ranged attack, and you can draw that weapon as part of the attack. If the weapon is a Melee weapon, use the same ability modifier for the attack and damage rolls that you use for a melee attack with that weapon.

TREMORSENSE

A creature with Tremorsense can pinpoint the location of creatures and moving objects within a specific range, provided that the creature with Tremorsense and anything it is detecting are both in contact with the same surface (such as the ground, a wall, or a ceiling) or the same liquid.

Tremorsense can't detect creatures or objects in the air, and it doesn't count as a form of sight.

TWO-HANDED [WEAPON PROPERTY]

A Two-Handed weapon requires two hands when you attack with it.

Unarmed Strike

Instead of using a weapon to make a melee attack, you can use a punch, kick, or similar forceful blow. In game terms, this is an Unarmed Strike—a melee attack that involves you using your body to damage, grapple, or shove a target within 5 feet of you.

Whenever you use your Unarmed Strike, choose one of the following options for its effect.

Damage. You make an attack roll against the target. Your bonus to the roll equals your Strength modifier plus your Proficiency Bonus. On a hit, the target takes Bludgeoning damage equal to 1 plus your Strength modifier.

Grapple. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or it has the Grappled condition. The DC for the saving throw and any escape attempts equals 8 plus your Strength modifier and Proficiency Bonus. This grapple is possible only if the target is no more than one size larger than you and if you have a hand free to grab it. *See also* "Grappling."

Shove. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or you either push it 5 feet away or cause it to have the Prone condition. The DC for the saving throw equals 8 plus your Strength modifier and Proficiency Bonus. This shove is possible only if the target is no more than one size larger than you.

Unconscious [Condition]

While Unconscious, you undergo the effects below.

Inert. You have the Incapacitated and Prone conditions, and you drop whatever you're holding. When this condition ends, you remain Prone.

Speed 0. Your Speed is 0 and can't increase.

Attacks Affected. Attack rolls against you have Advantage.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Automatic Critical Hits. Any attack roll that hits you is a Critical Hit if the attacker is within 5 feet of you.

Unaware. You're unaware of your surroundings.

Utilize [Action]

You normally interact with an object while doing something else, such as when you draw a sword as part of the Attack action. When an object requires an action for its use, you take the Utilize action.

Versatile [Weapon Property]

A Versatile weapon can be used with one or two hands. A damage value in parentheses appears with the property. The weapon deals that damage when used with two hands to make a melee attack.

Vulnerability

If you have Vulnerability to a damage type, damage of that type is doubled against you. Vulnerability is applied only once to an instance of damage. *See also* "Resistance and Vulnerability" (page 14).

Weapon

A weapon is in the Simple or Martial weapon category. *See also* "Magic Item Cards" (page 3).

Weapon Attack

A weapon attack is an attack roll made with a weapon. *See also* "Weapon."

Weapon Property

If a weapon has a property, that property appears on the weapon's card. This glossary defines the following properties, each of which has "[Weapon Property]" after its name:

Ammunition
Finesse
Heavy
Light
Loading
Range
Thrown
Two-Handed
Versatile

PHIL STONE

Allow me to let you in on a little secret: nobody knows all the rules by heart. I sure as hell don't. That's what this booklet is for. The rules are there to help everyone at the table tell a story. If you ever feel like the rules are getting in the way of that, remember the most important rule of all: have fun.

At the end of the day, that's all that matters.

FRONT: BUTCHER BILLY; DOODLES: JUSTICE RAMIN ARMAN, TREVOR GIRARD

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